THE ART OF

GHOST

OF TSUSHIMA

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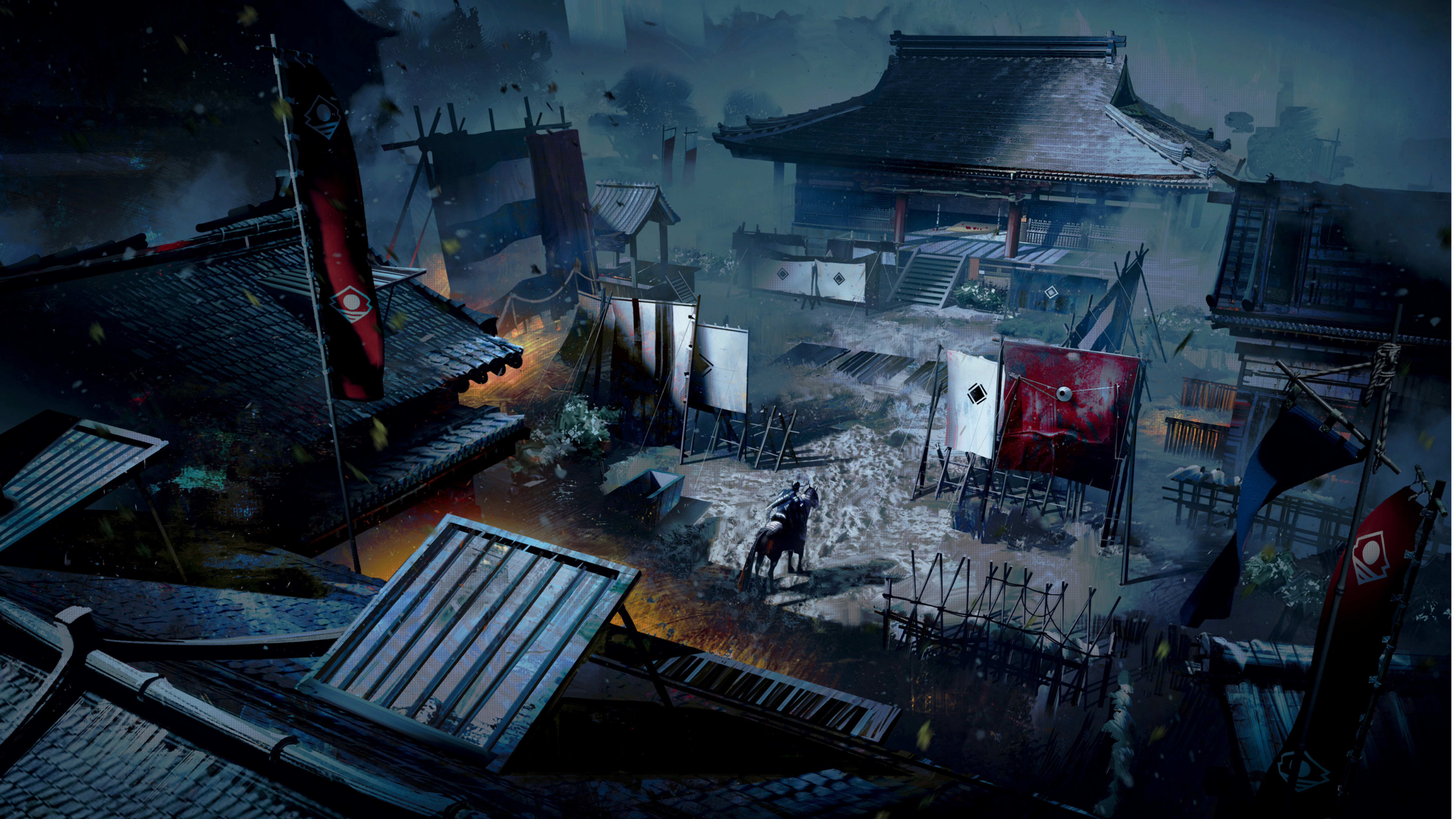

THE ART OF
GHOST
OF TSUSHIMA

CAPTIONS BY
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DARK HORSE BOOKS

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INTRODUCTION

The Wind.

When we set out to create *Ghost of Tsushima*, we had an open canvas to define the look of the game, but there was so much to learn. There is culture to understand and respect, history to absorb, and a story to craft. The winds of excitement were at our backs . . . and we had no idea how much the art would influence *Ghost of Tsushima*. This was just the beginning of a long journey.

First came inspiration and reference. Members of our art team packed their bags and flew from Seattle to Japan to experience firsthand the culture we'd be depicting and the island of Tsushima where our game takes place. Some of our peers from Sony Interactive Entertainment's Japan Studio graciously took us around mainland Japan and the island of Tsushima. Over the course of two different trips, our team took in historic invasion beaches, visited beautiful Temples and Shrines, and documented thousands of photos for the rest of the team to reference.

But realism wasn't our only goal. We also wanted to portray the idyllic picture in one's mind after seeing the country's natural beauty. The memory of Japan. To recreate that in *Ghost of Tsushima*, we needed to hone in on the evocative visuals that would best transport the player to the island in 1274. We hope that choosing to create massive fields of pampas grass, sprawling beds of spider lilies, or simple-but-majestic bamboo forests will bring out the explorer in you.

It's also not just about the beauty . . . a war happened here when the Mongols invaded over seven hundred years ago. The beautiful countryside of Tsushima Island was devastated by this conquering army. Somber grays, chaotic Mongolian spaces, and people in dire situations provide contrasting backdrops to the serene beauty of Tsushima. Darkness boils under the peaceful surface and ultimately fuels the rise of our game's hero, the Ghost.

Ghost of Tsushima has been a humbling journey and we couldn't be prouder of the art and its influence across this game. Simple in design. Beautiful and bold in the right moments. Poetic and colorful. Movement and Wind.

This is the Art of *Ghost of Tsushima*.

Jason Connell
Art Director

人物

CHAPTER 1

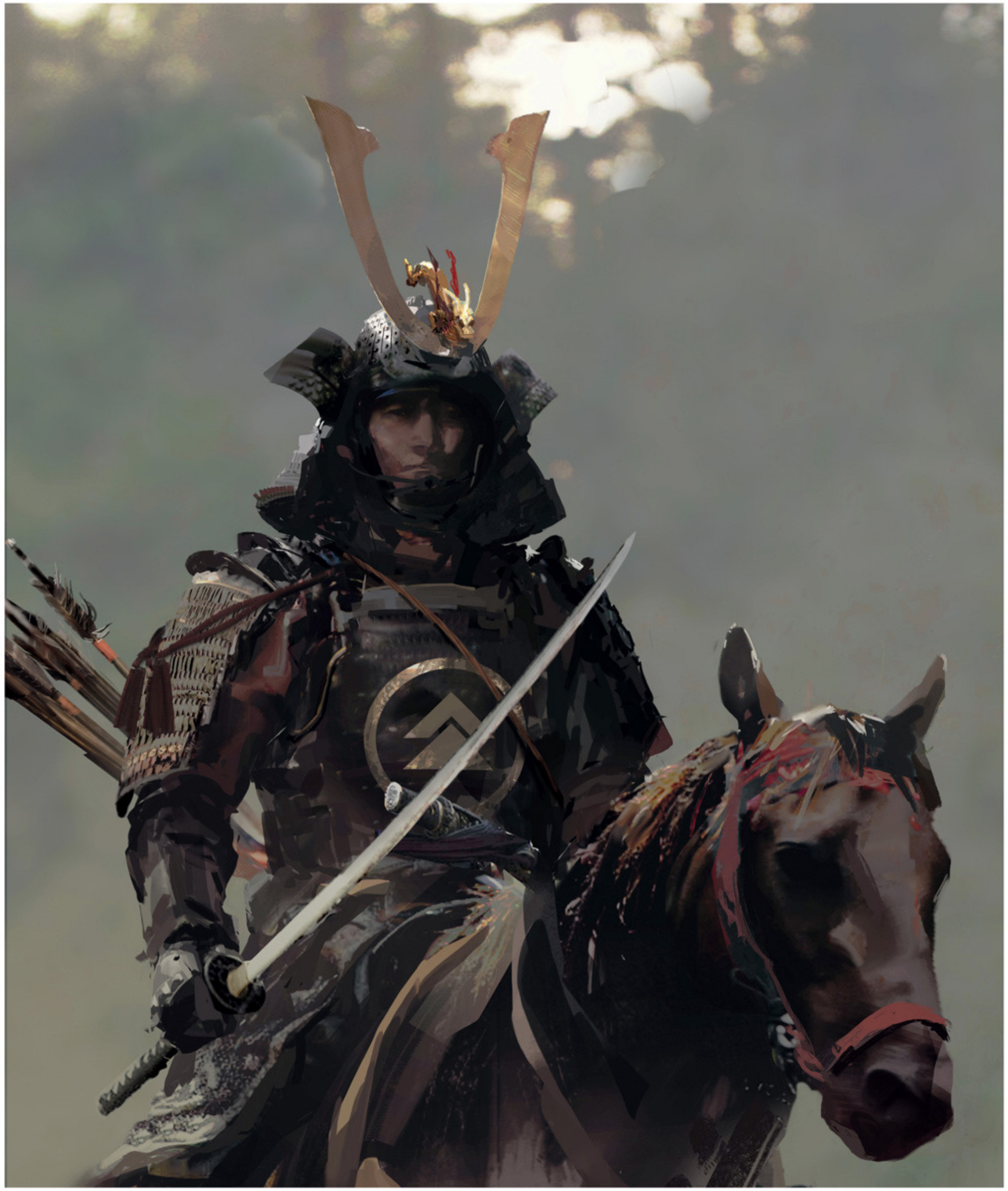
CHARACTERS

JIN

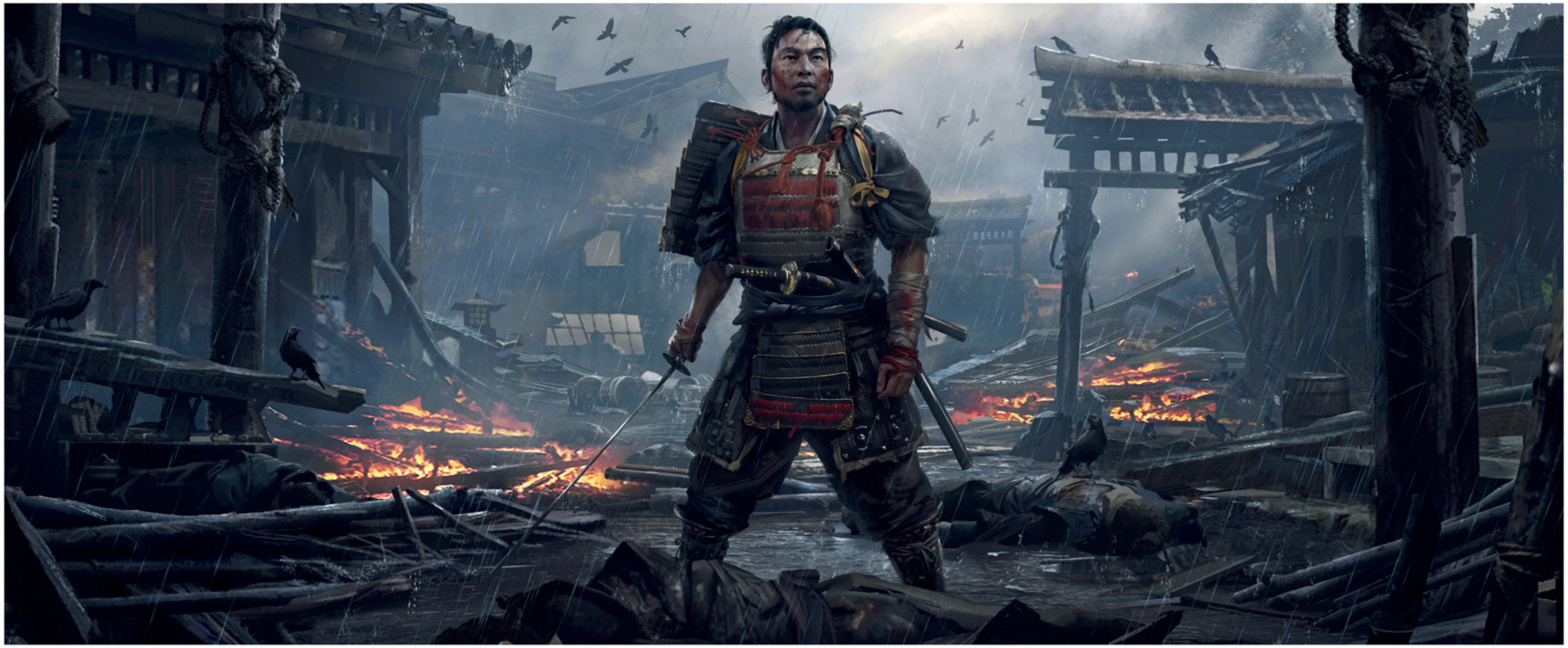
The samurai of Tsushima Island are almost completely slaughtered in a brutal battle that kicks off the Mongol invasion of Japan, but Jin Sakai manages to survive. In the aftermath of the battle, Jin is determined to save his uncle, Lord Shimura—the only other surviving samurai—who has been captured by Mongol forces.

As one man against thousands, Jin realizes that he'll need to go beyond his traditional samurai training to fight back against the Mongol invaders. He soon learns skills and acquires weapons that go against the tenets of his training but give him the upper hand.

With the help of new allies, Jin soon develops a reputation among the people of Tsushima and the Mongol invaders as a near-mythical figure. He becomes . . . the Ghost.

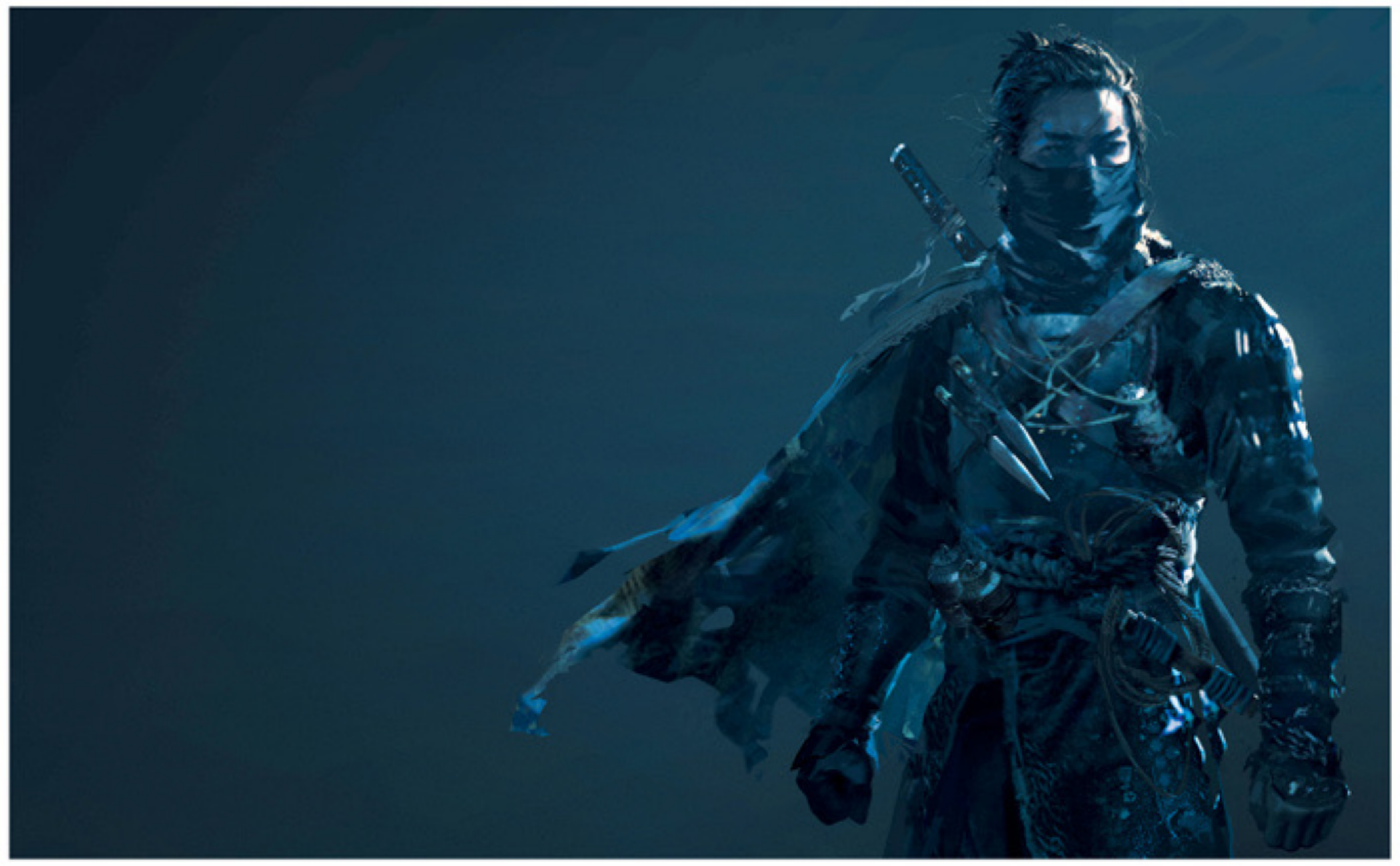


Jin Ghost Armor



Jin Broken Armor

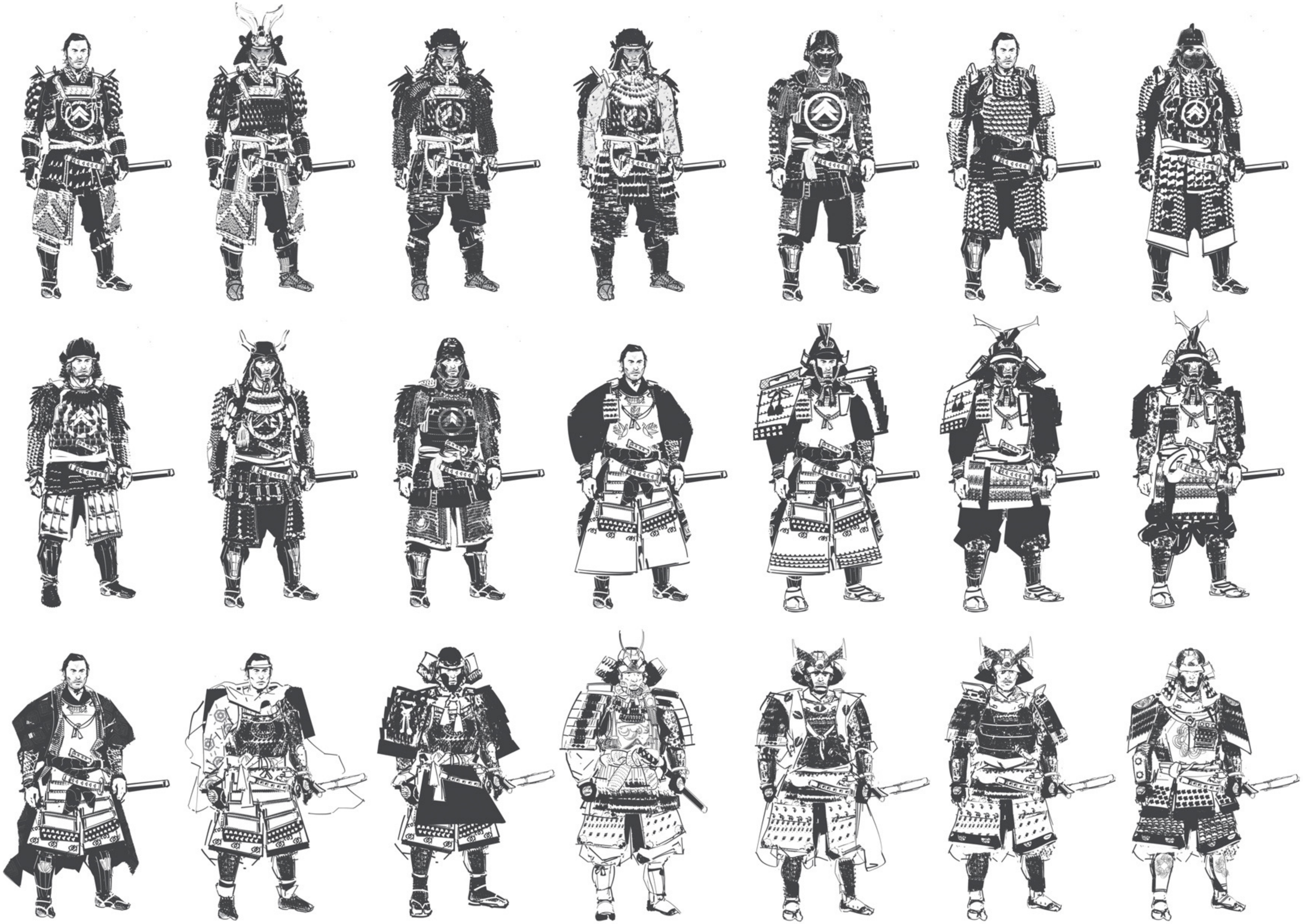
Jin Ghost Mask



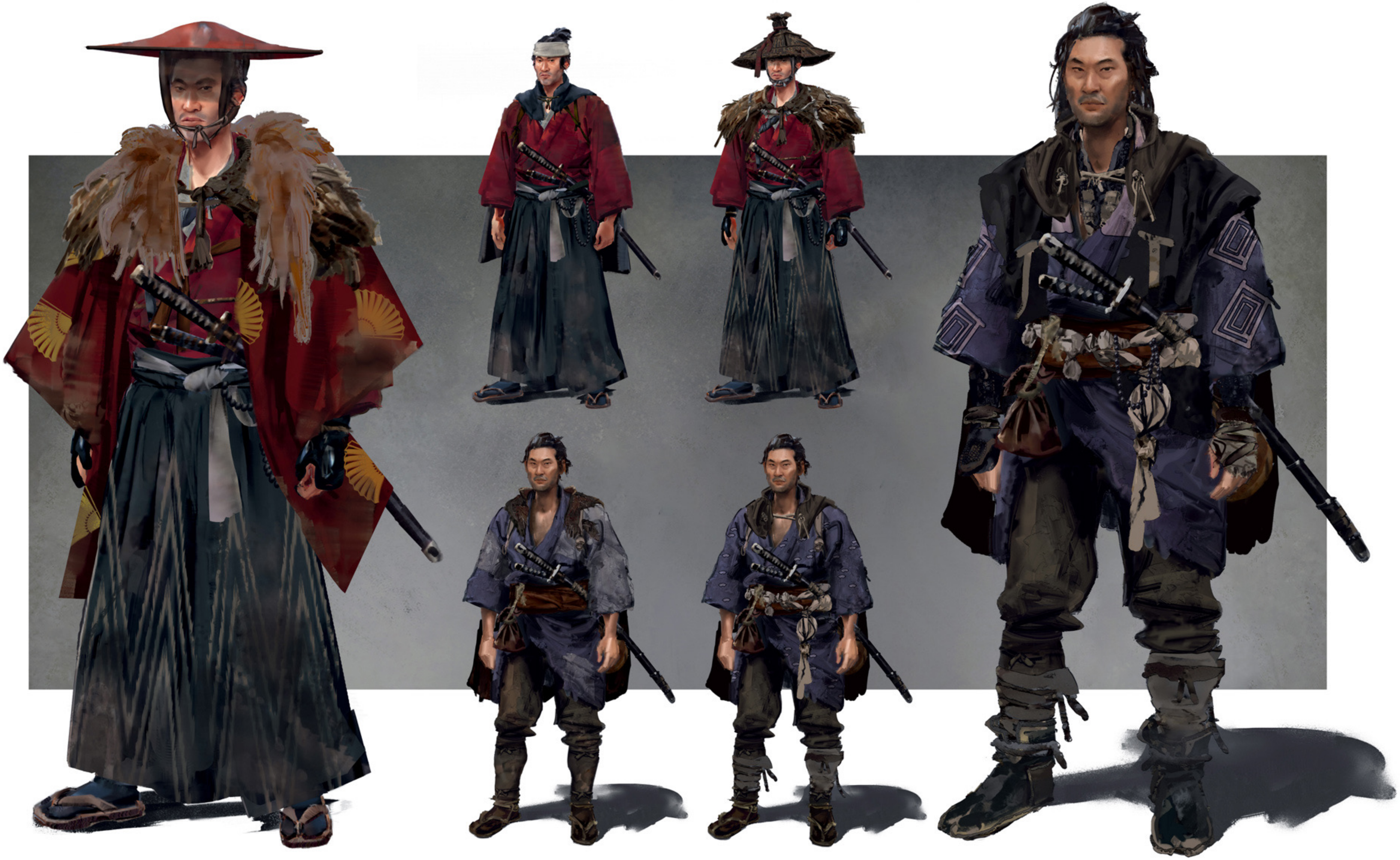
Early Ghost Concept

Jin Sakai Armor

Jin Hakama

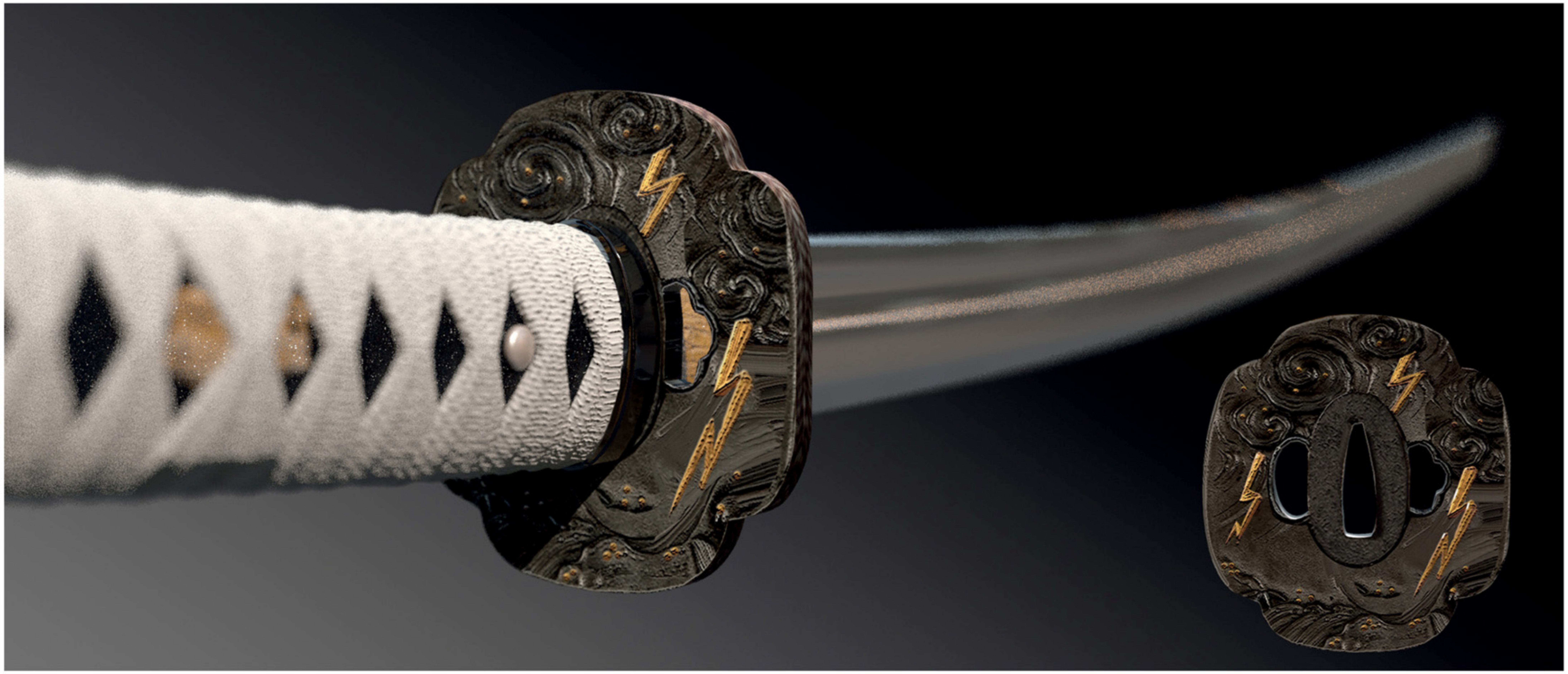


Samurai Sketches



Jin Kensei Outfit

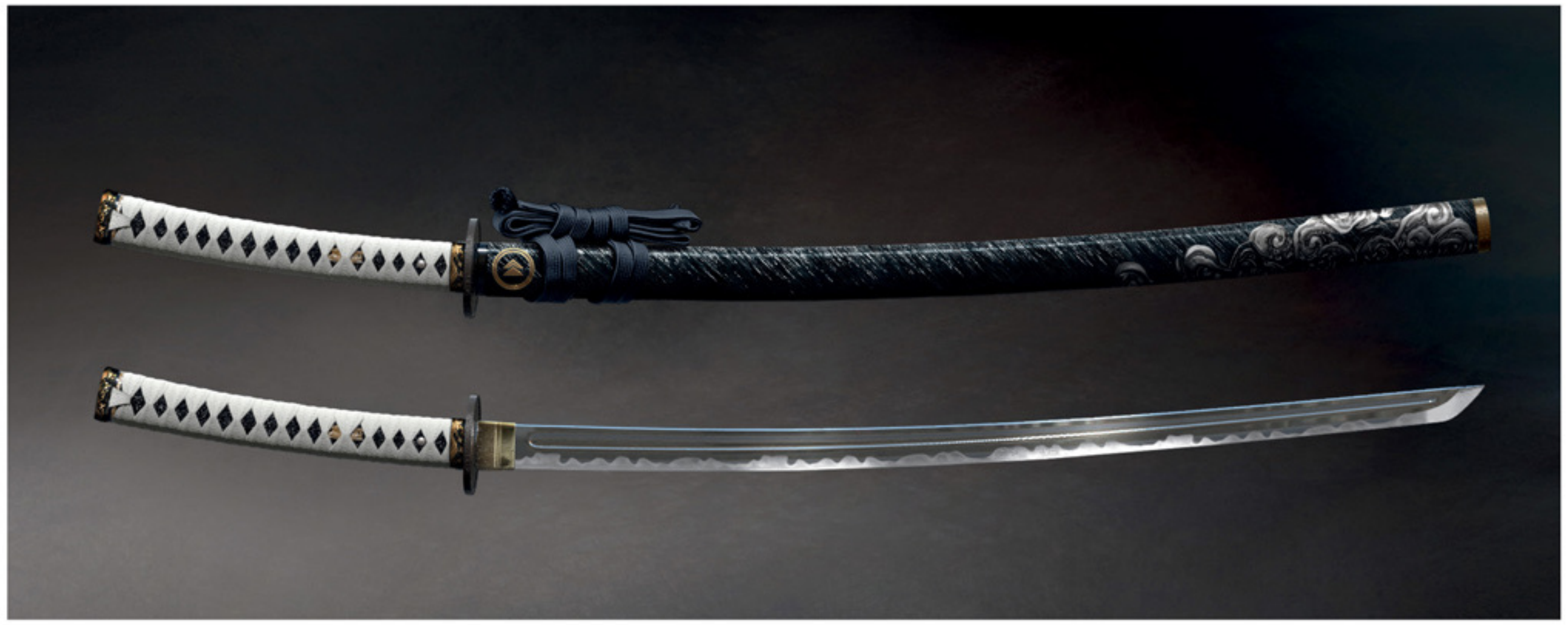
Jin Wanderer Outfit



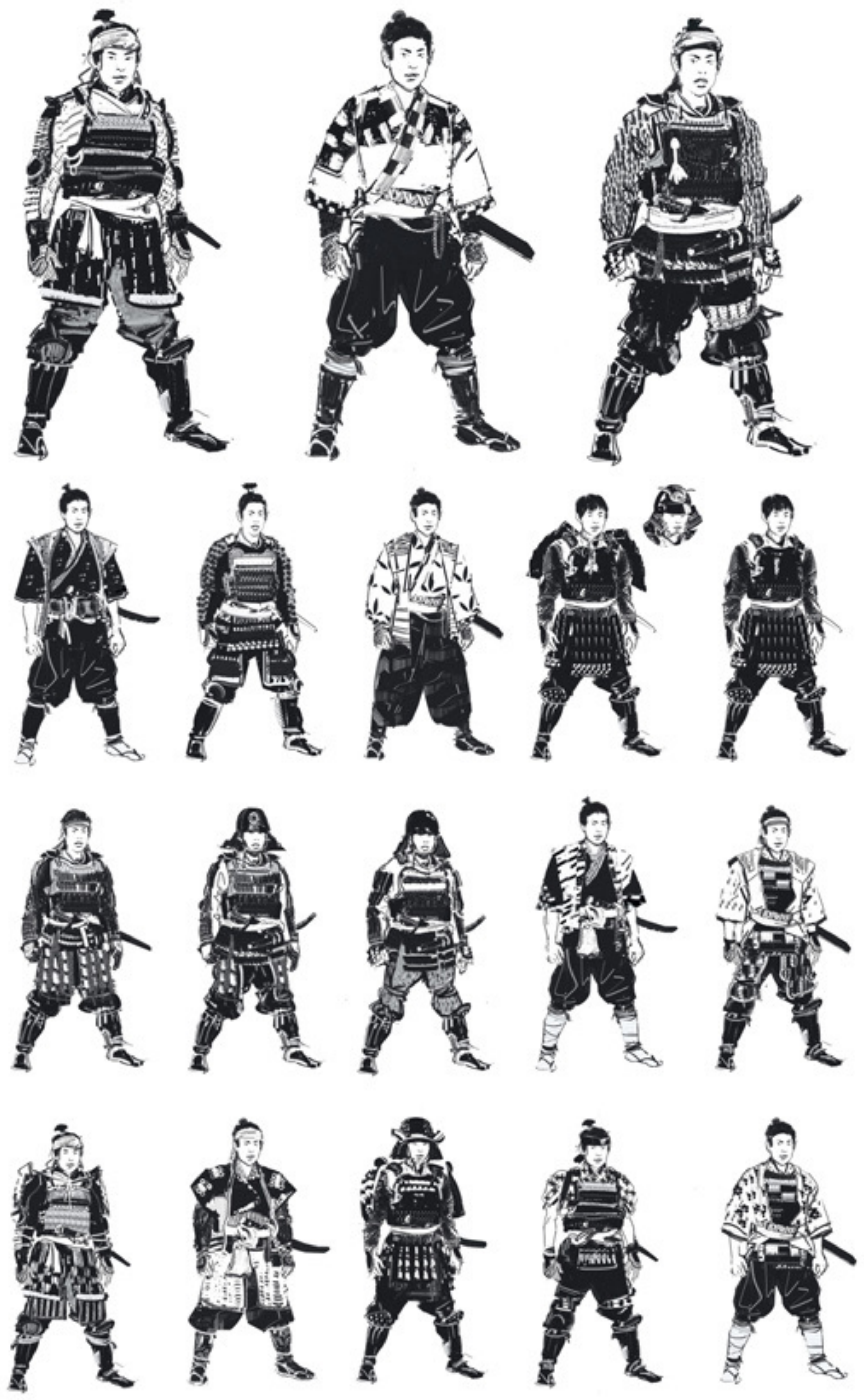
Sakai Storm Detail

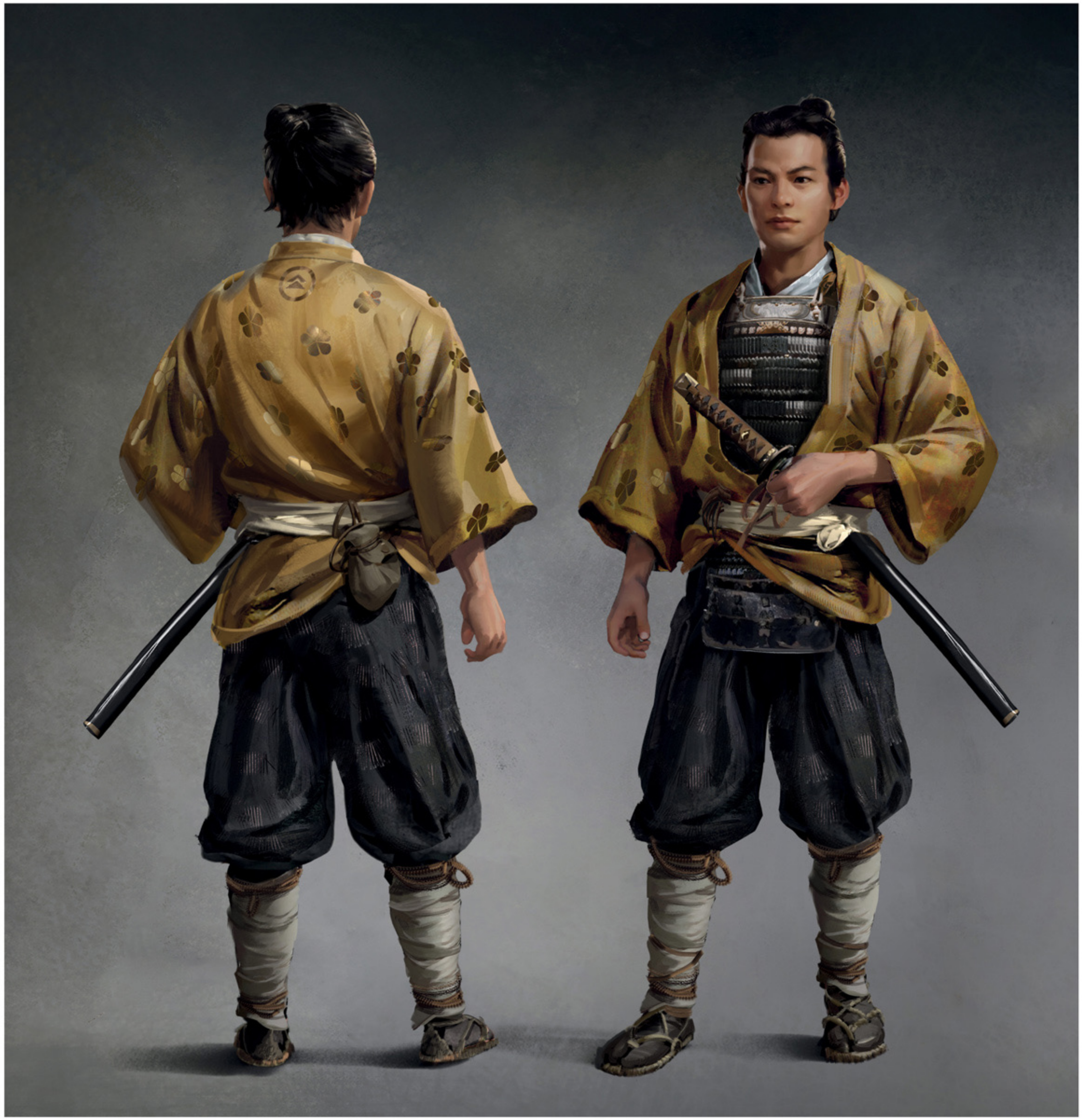
KATANA

Each component was carefully considered in designing these swords. Pieces like the *tsuba* (blade guard) or *menuki* (decorative emblem) can be part of a larger narrative related to a particular sword, some of which have been passed down through a family for generations. Designs for swords like these often reflected the specific smith who crafted the weapon, as many had their own trademark designs.



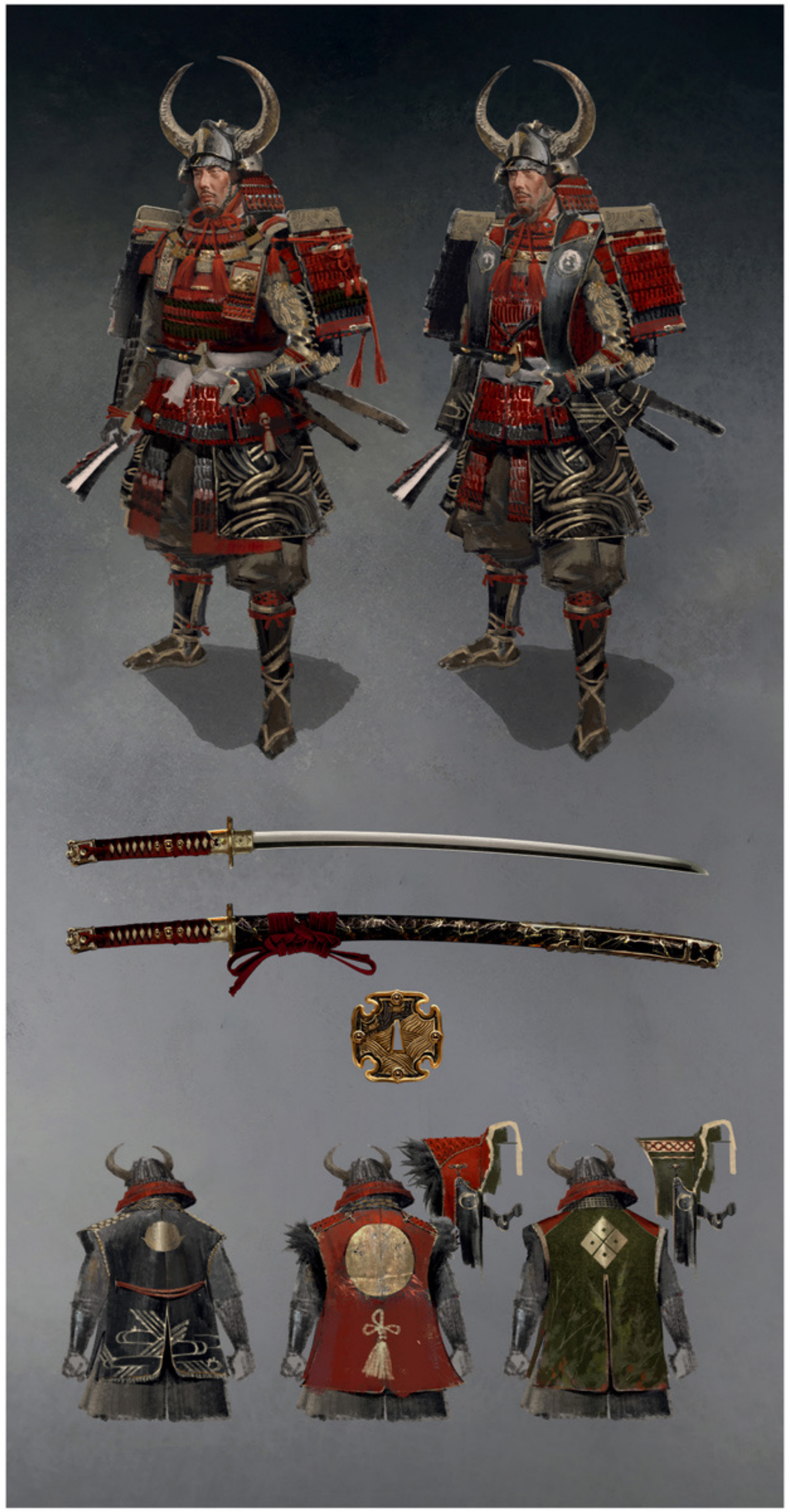
Sakai Storm



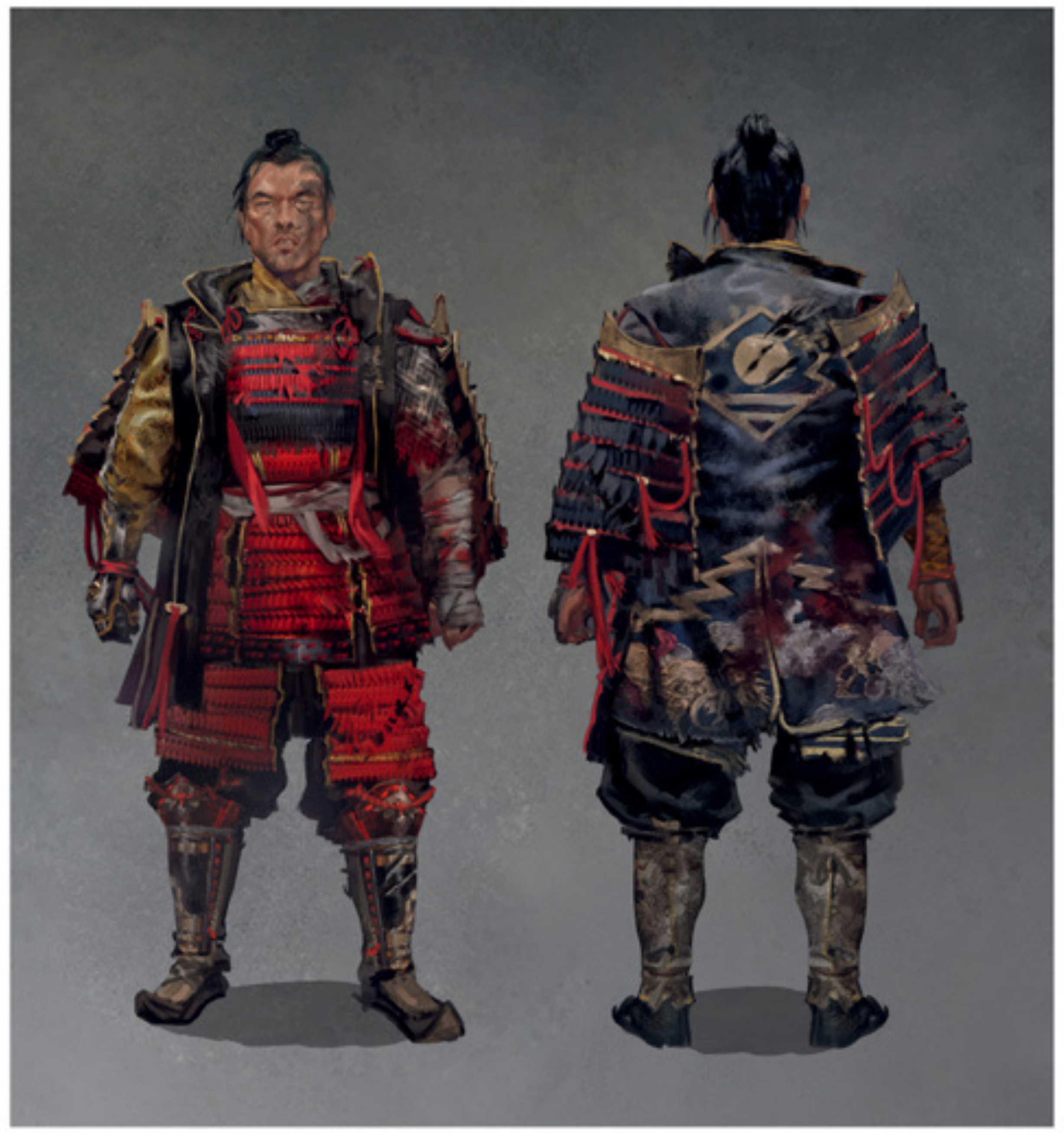


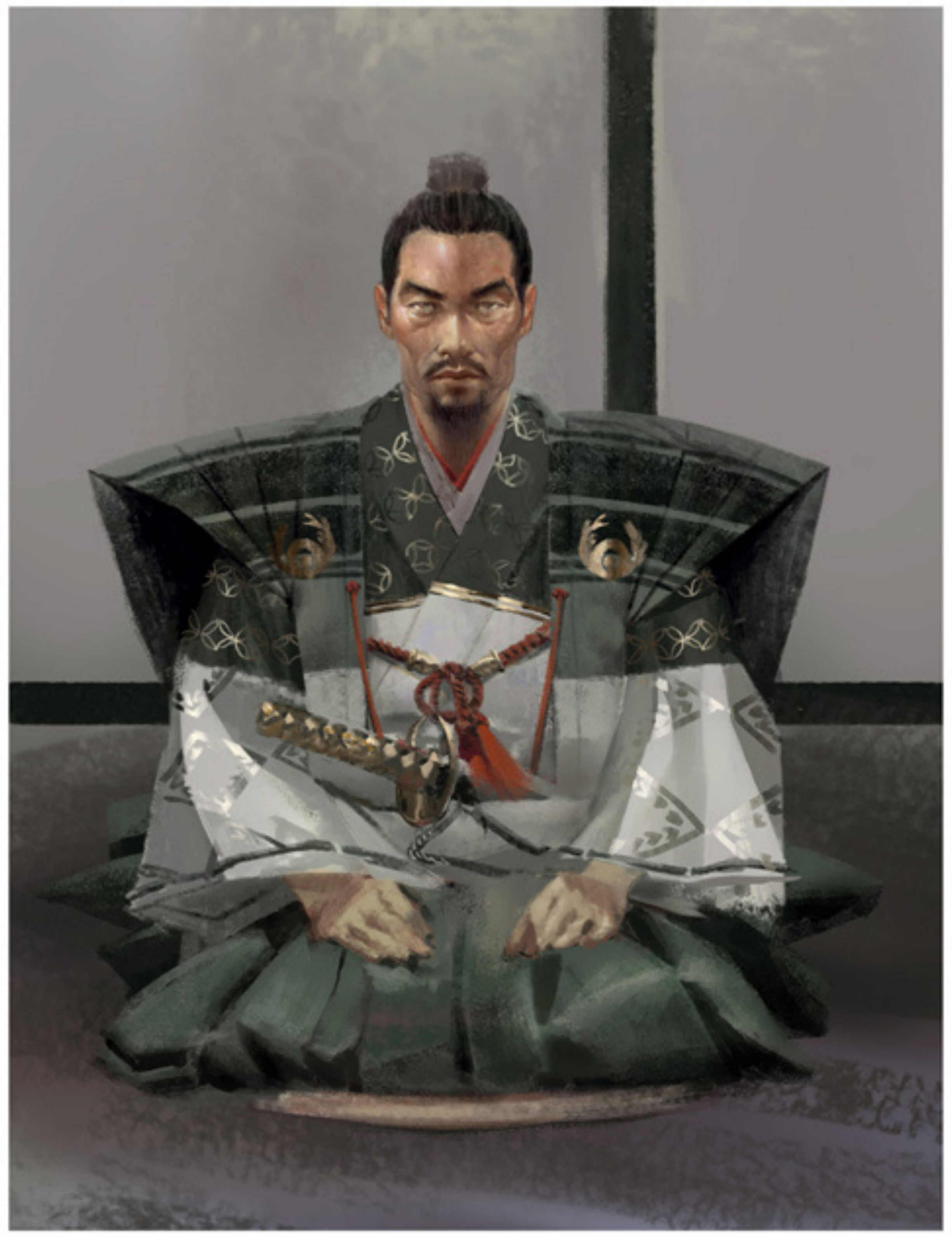
YOUNG JIN

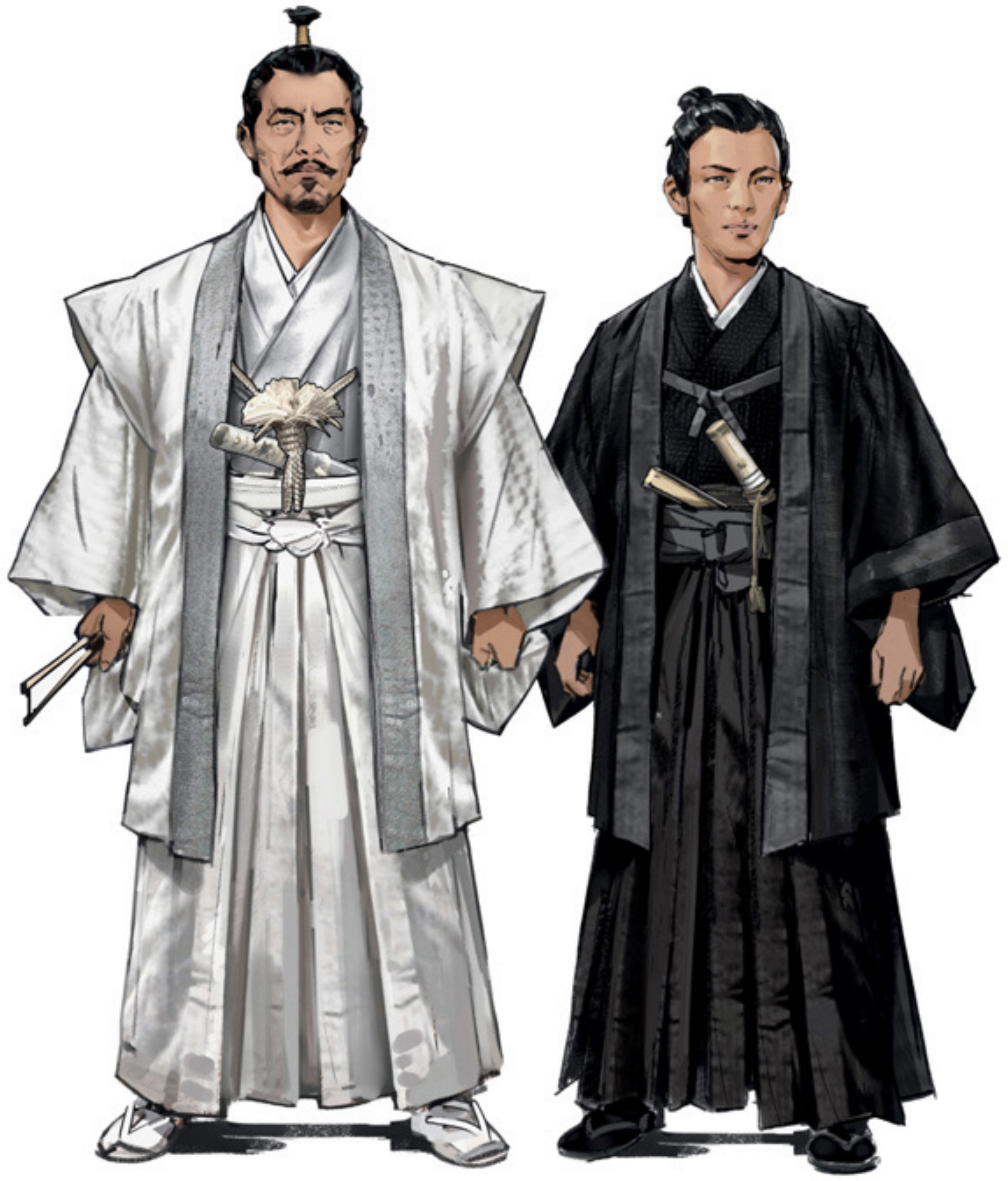
Jin grew up in the village of Omi in Tsushima. He was orphaned after his father, the renowned warrior Lord Sakai, was tragically struck down in battle. Following Lord Sakai's death, Jin was raised and trained by his beloved uncle, Lord Shimura. When not spending time with his uncle, he was usually trying to avoid the watchful eye of his caretaker, Yuriko, and getting into trouble with his childhood friend Ryuzo.



Shimura's Armor







SHIMURA

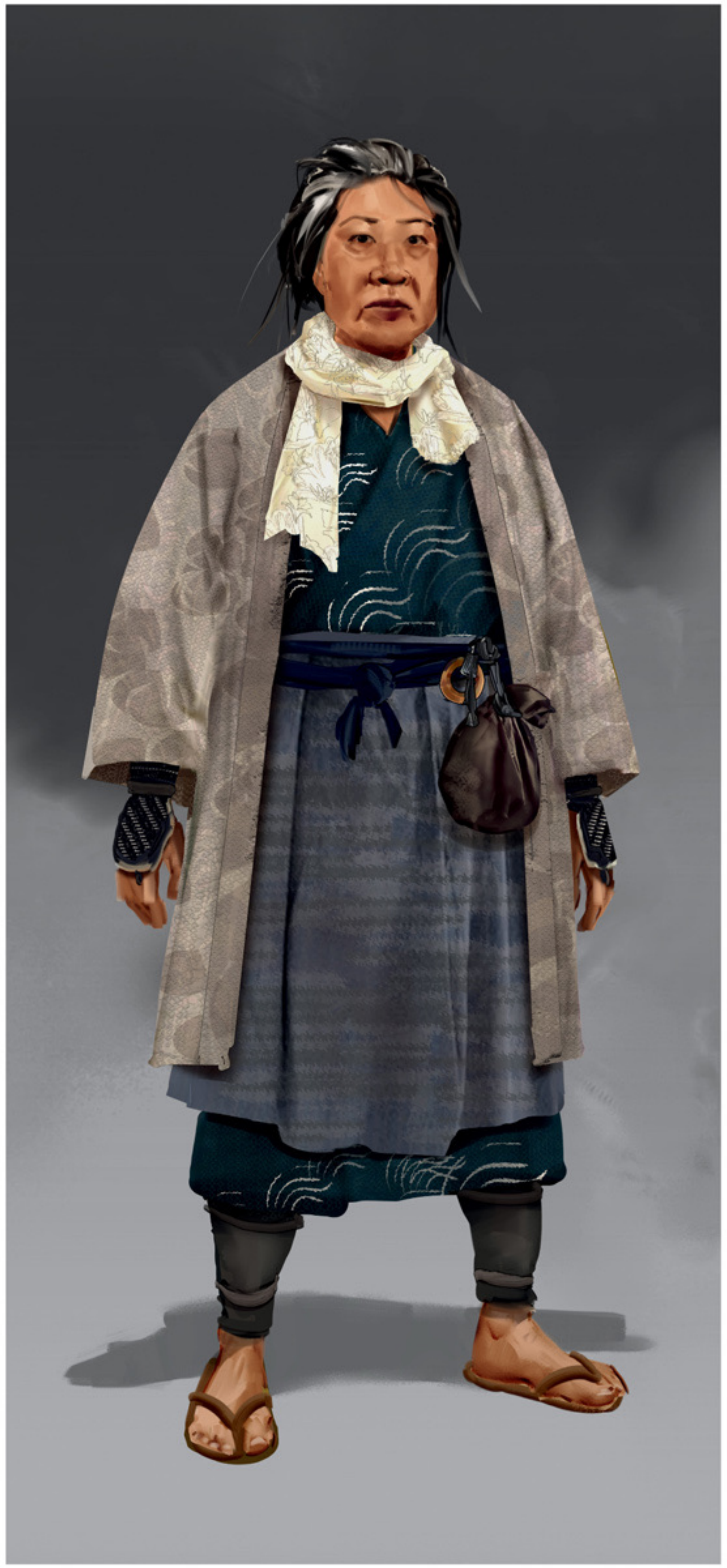
Lord Shimura is a noble samurai warrior, the *jito* (governor) of Tsushima, and a shining example of the traditional samurai code. When Jin Sakai was orphaned, Shimura took in his nephew as a ward and taught him the way of the samurai, eventually becoming a surrogate father for Jin. Shimura survives the battle when the Mongols invade but is captured by their leader, Khotun Khan.

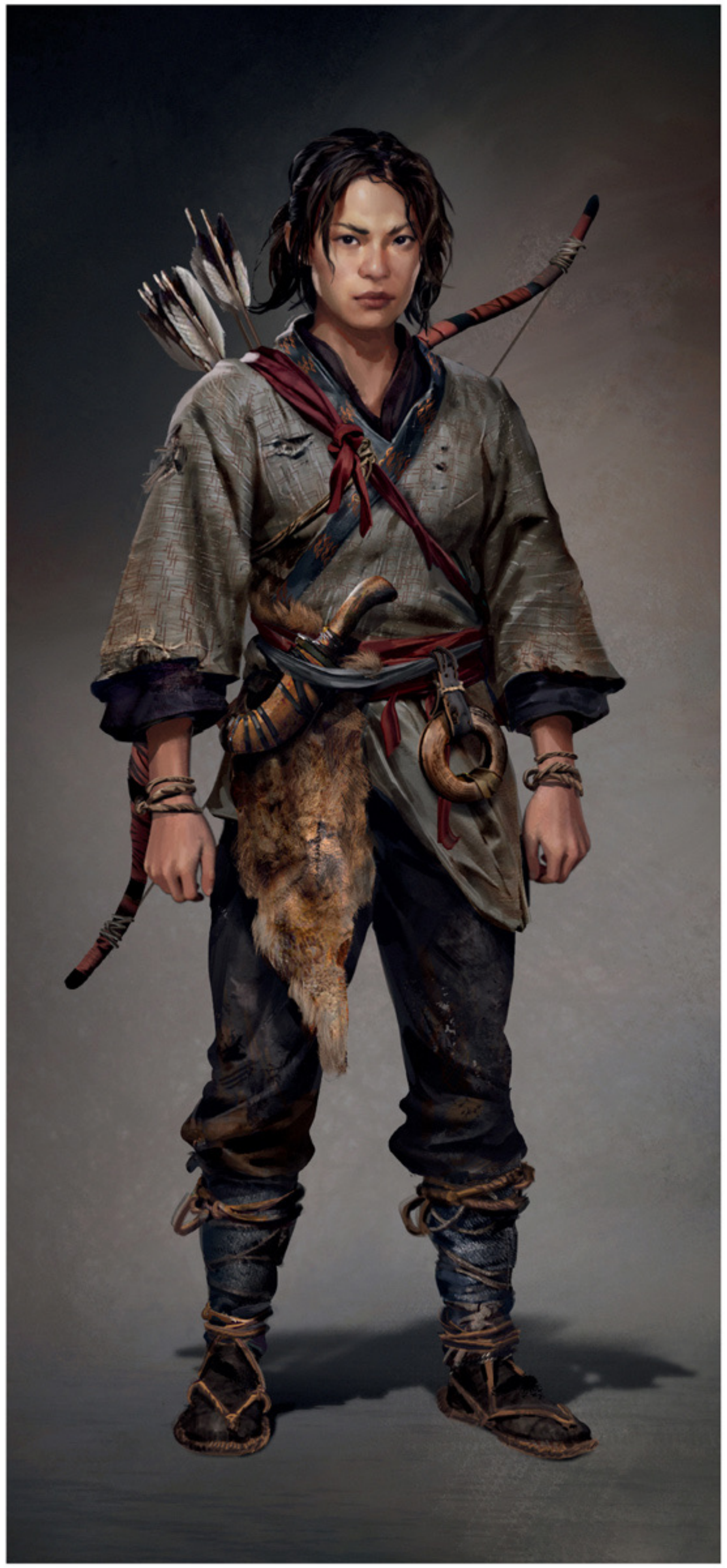
YURIKO

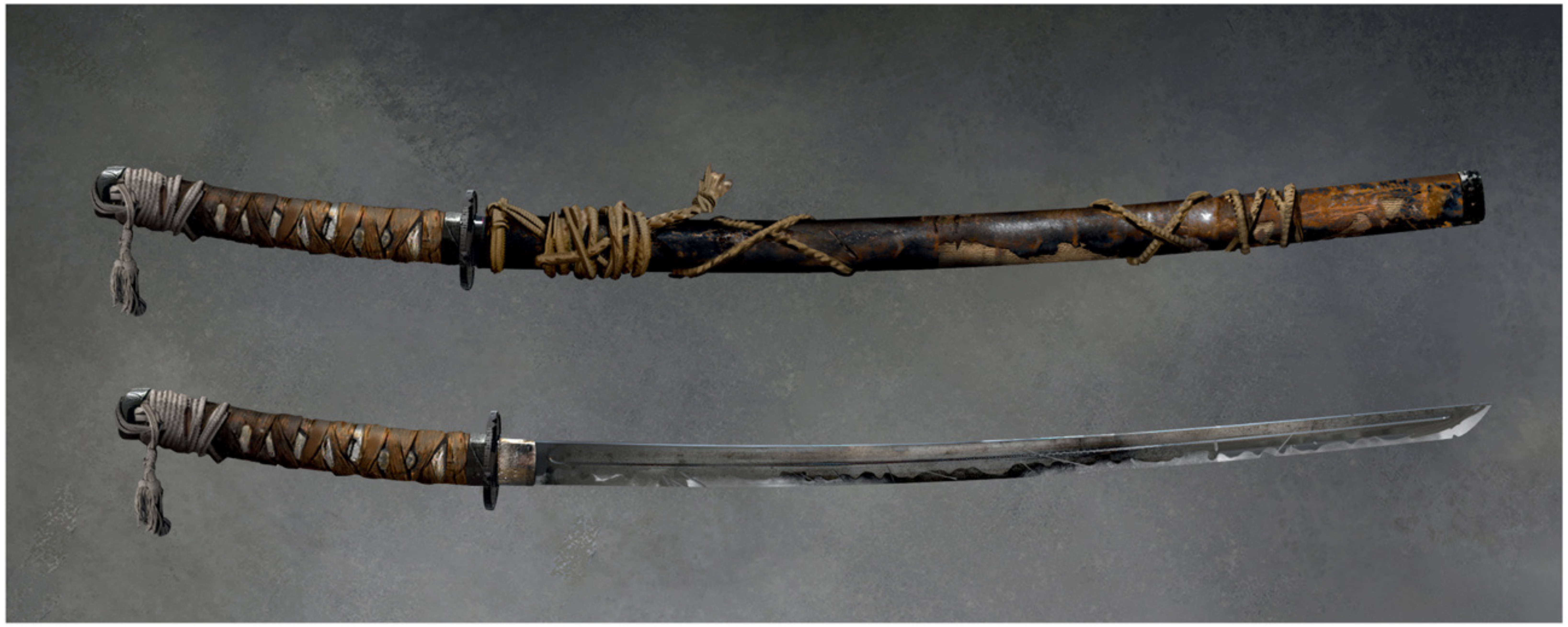
Yuriko is Jin's childhood caretaker who helped raise him following the untimely deaths of his mother and father. She still resides at the Sakai family home and protects the estate, as well as some of the deepest family secrets. In addition to being a wise and loving mentor to Jin, Yuriko is also a herbalist who teaches him new skills that become invaluable in the fight against the Mongols.

YUNA

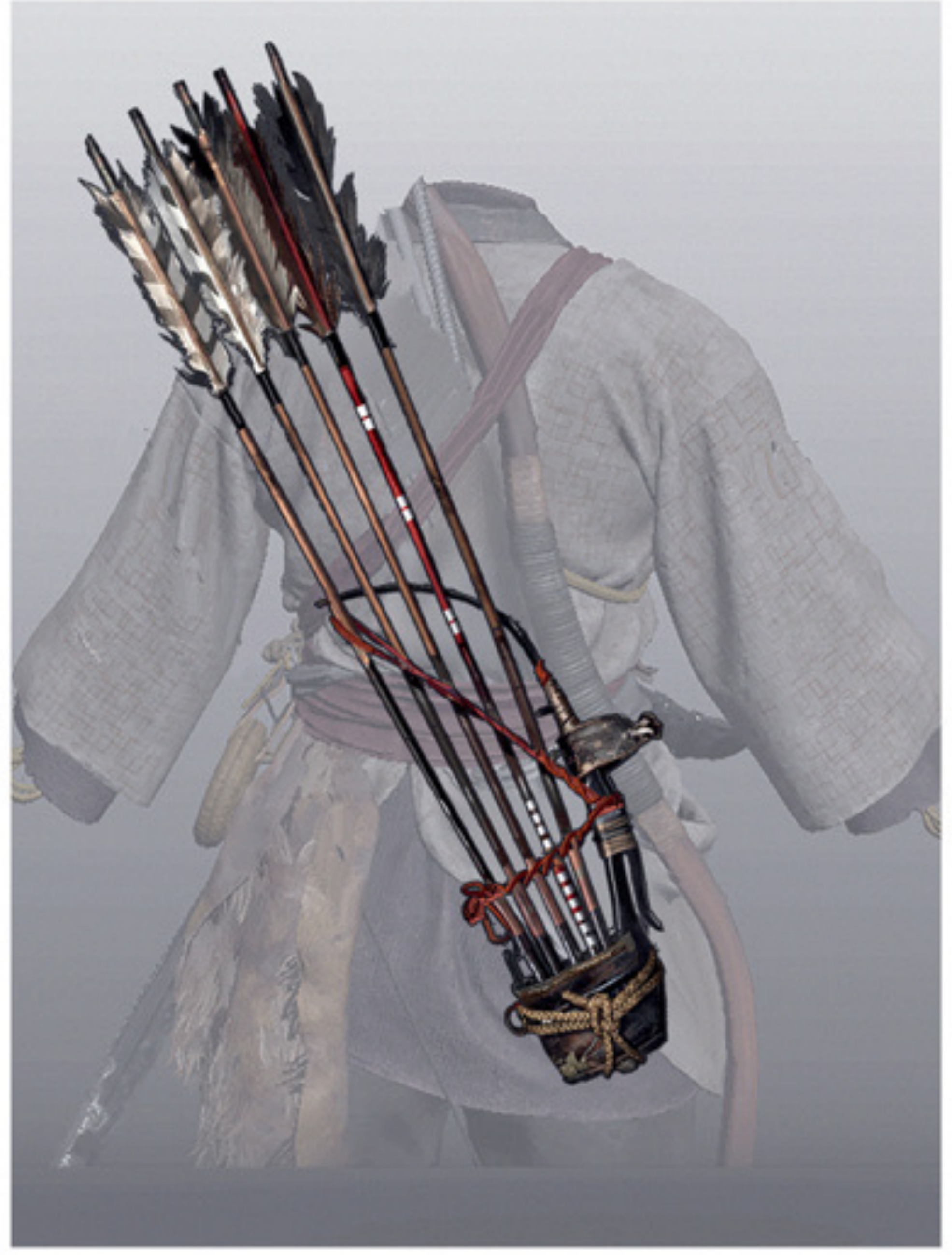
Yuna is a headstrong thief and lone wolf who is extremely loyal to the few friends she can trust. She finds Jin on the beach following the battle against the Mongols and nurses him back to health, hoping he will pay her back by helping rescue her beloved brother Taka from Mongol captivity. Yuna eventually begins to teach Jin new methods of combat that move him past his samurai training and help him embrace his identity as the Ghost.



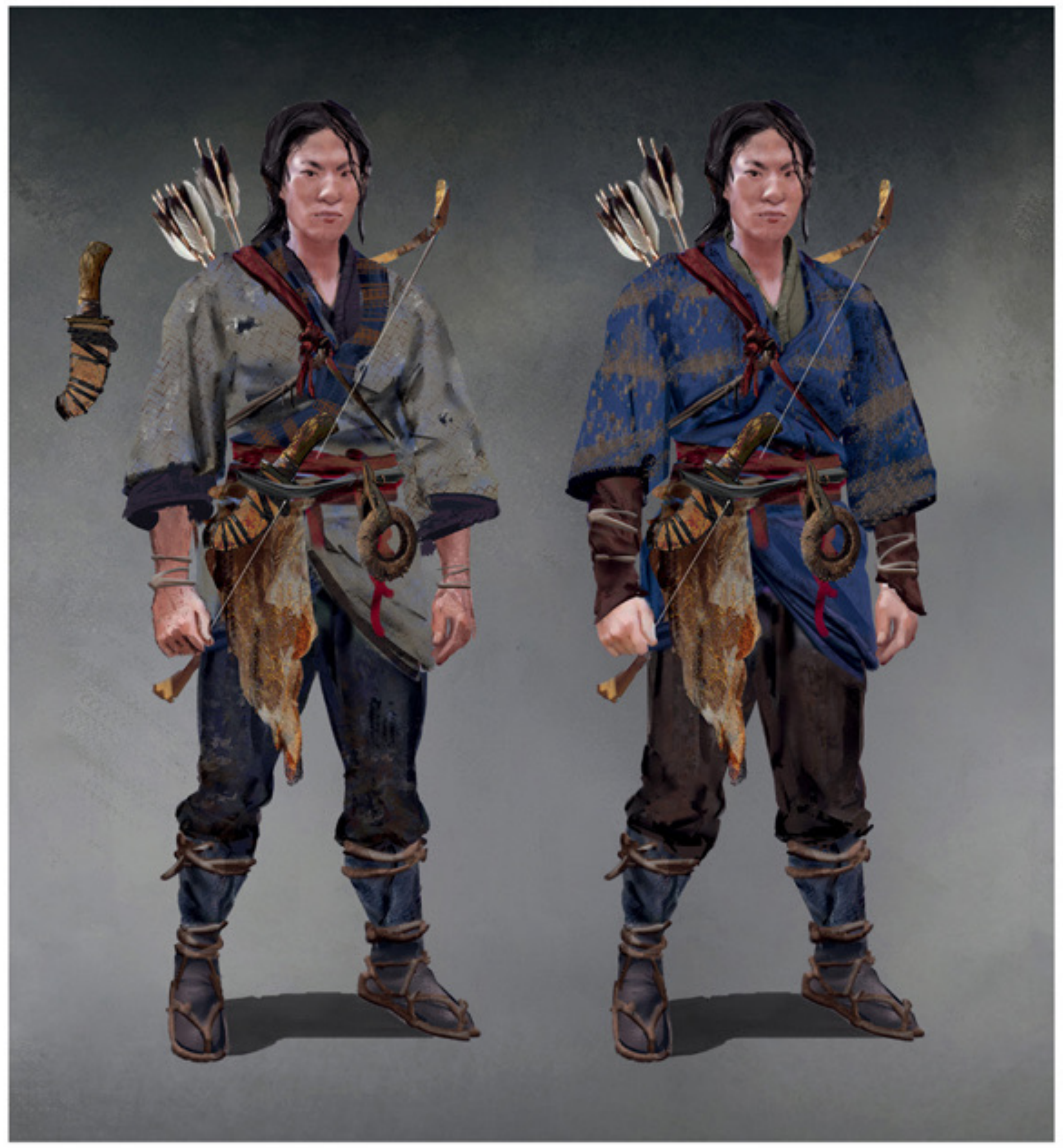


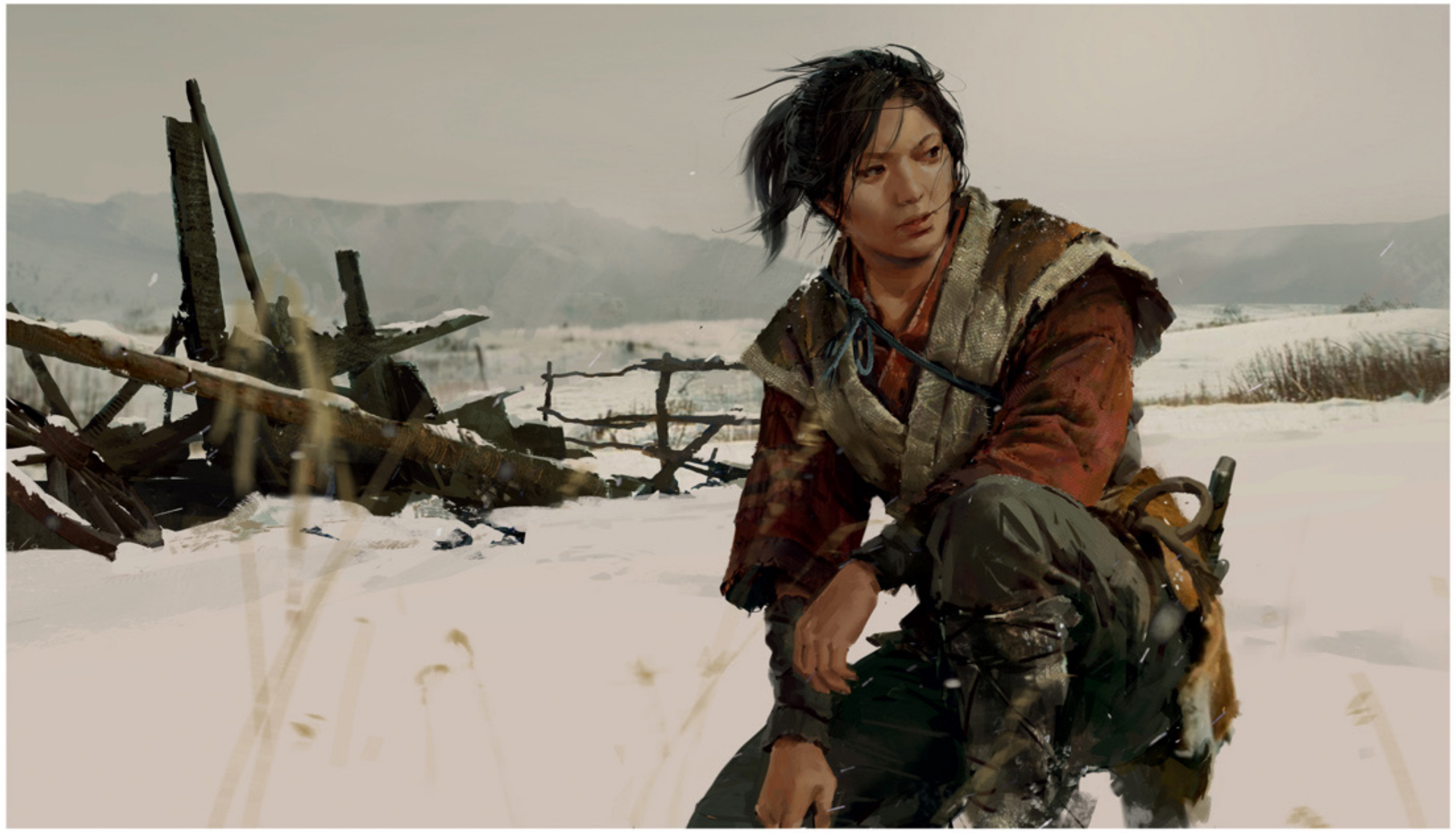


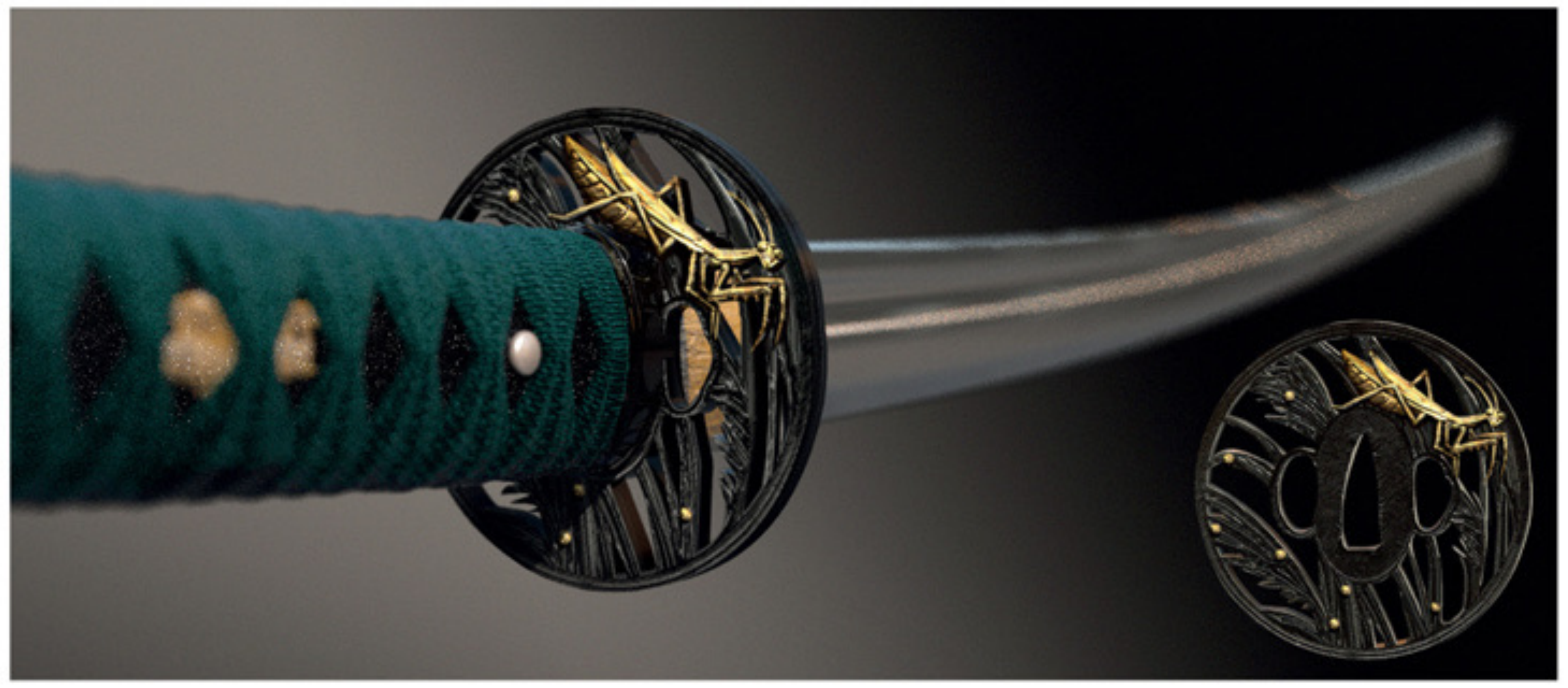
Yuna's Katana



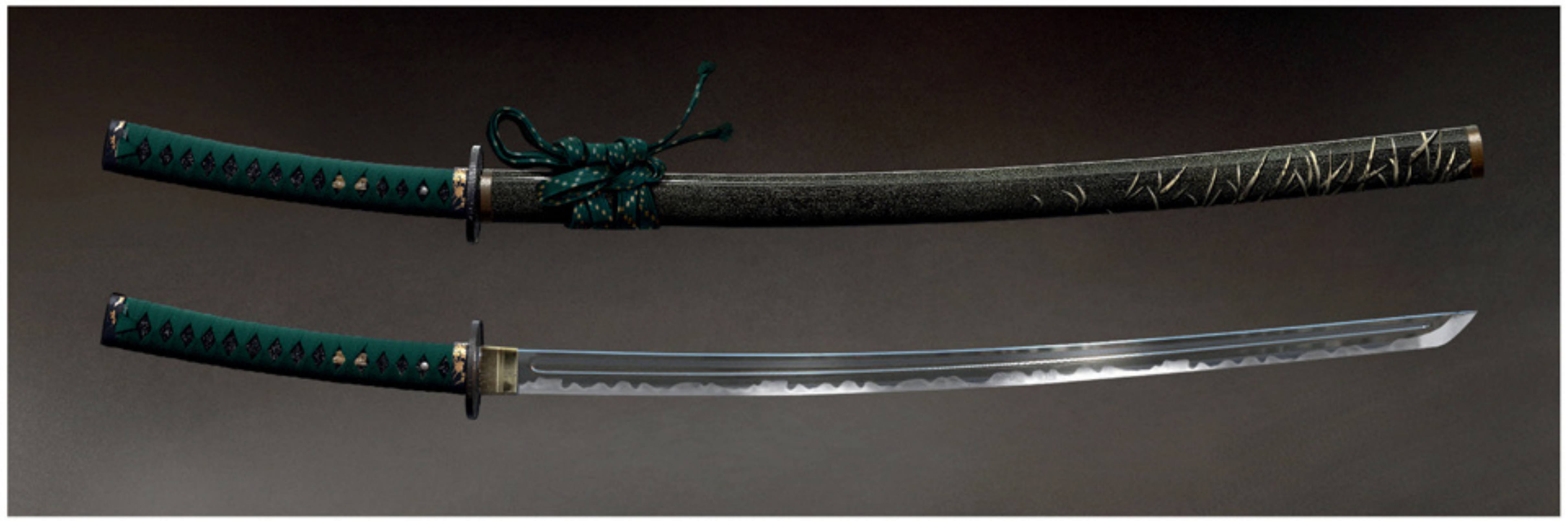
Yuna's Quiver



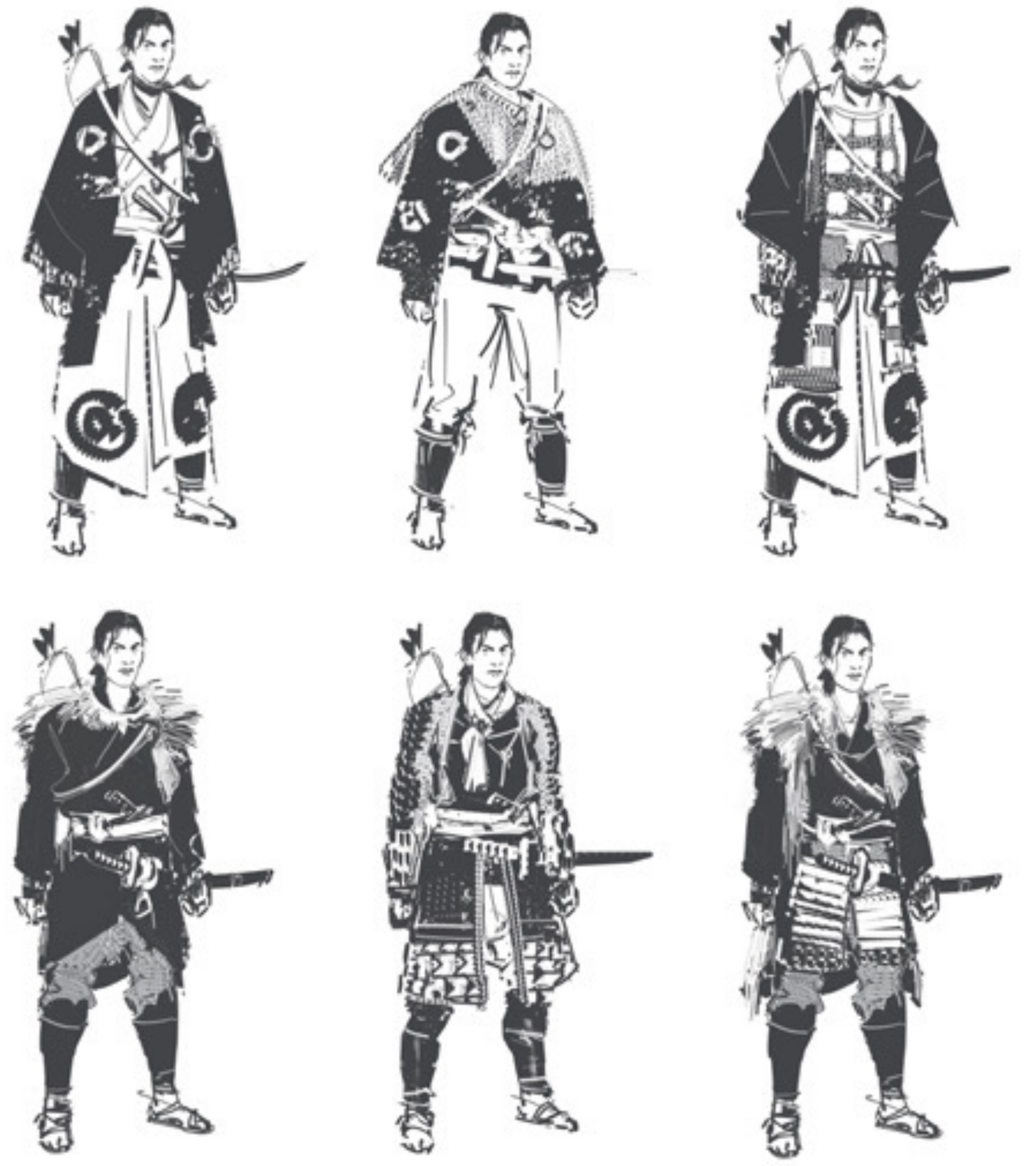


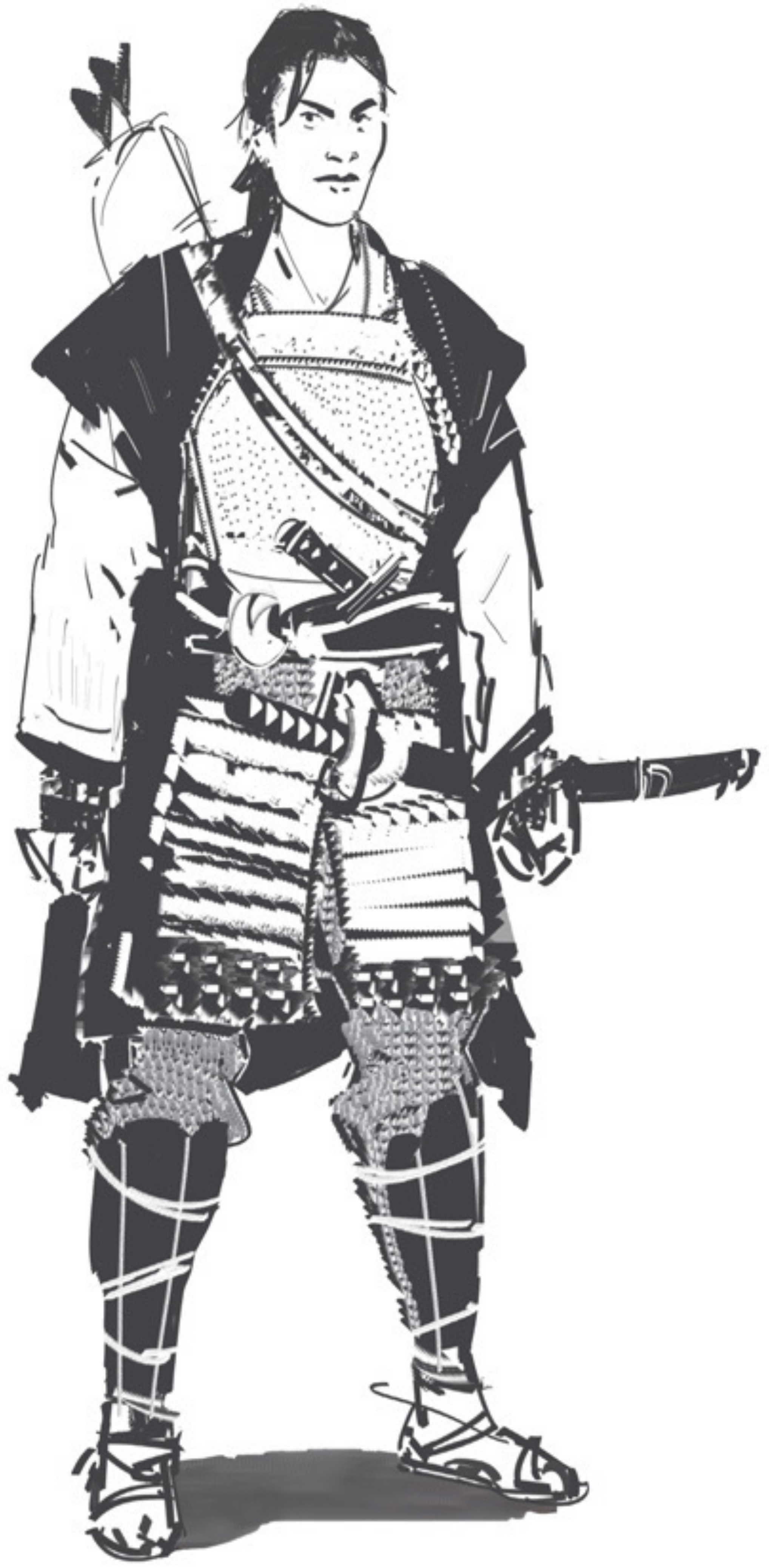


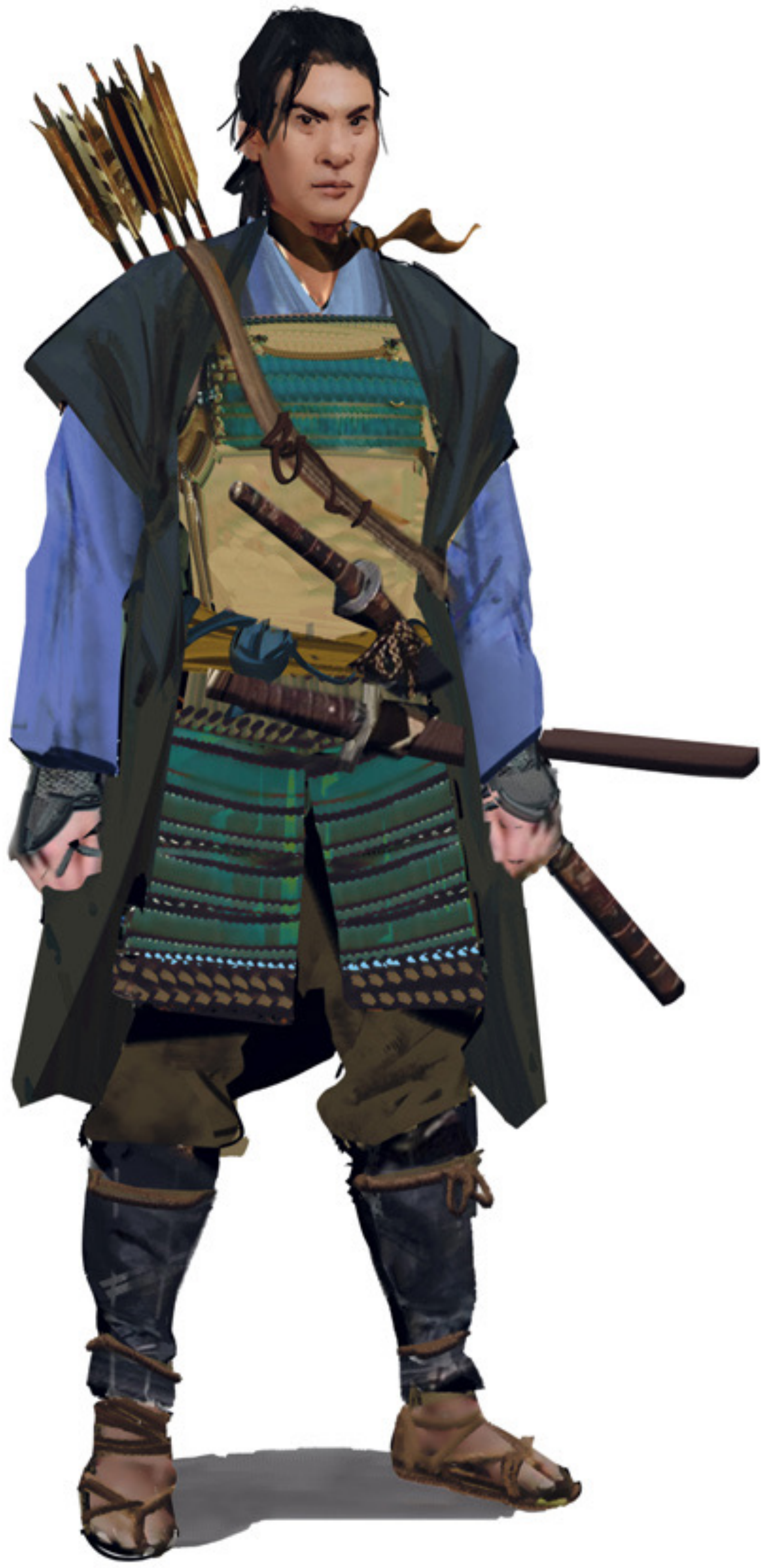
Silent Hunter Tsuba

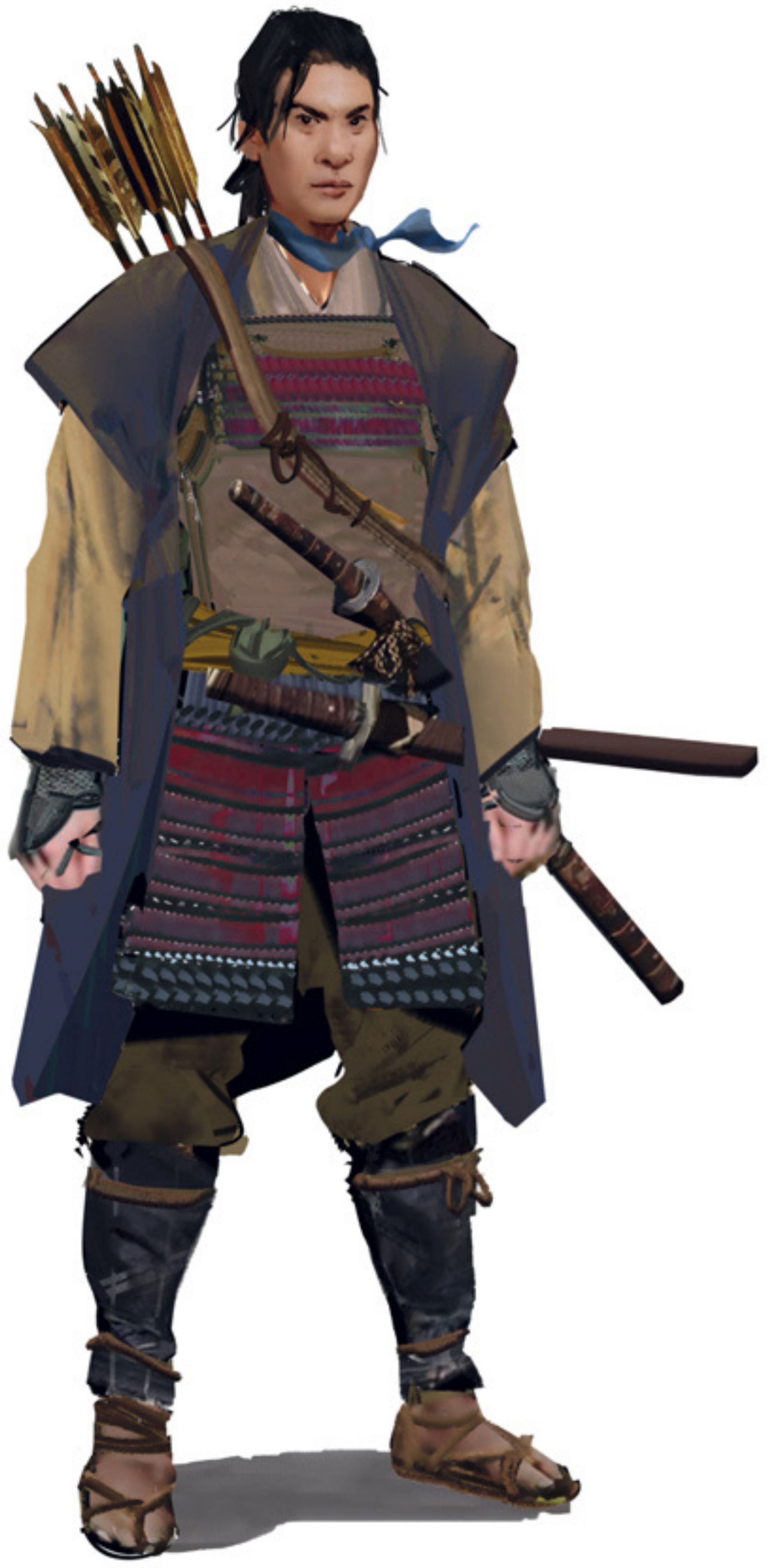


Silent Hunter



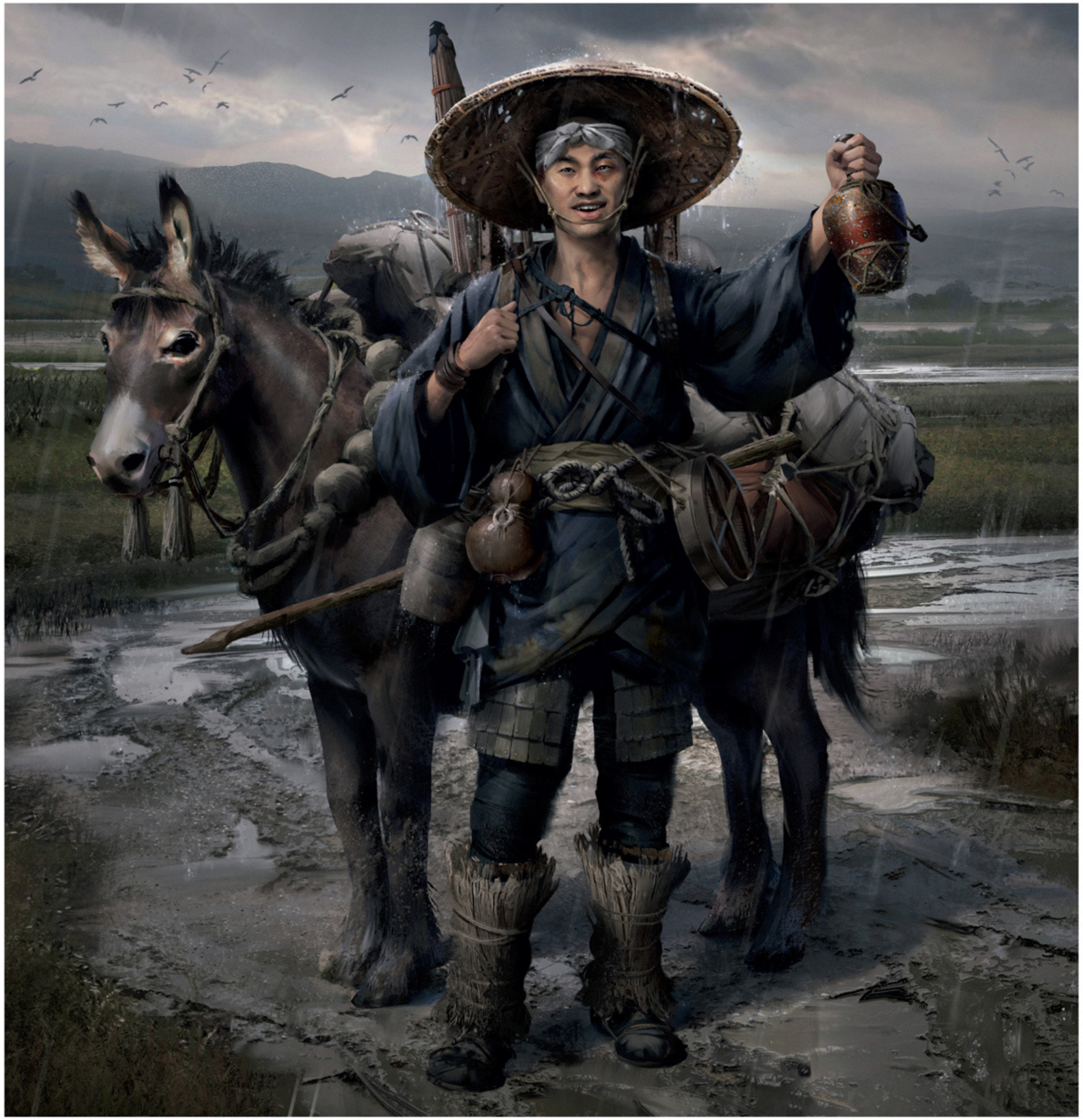






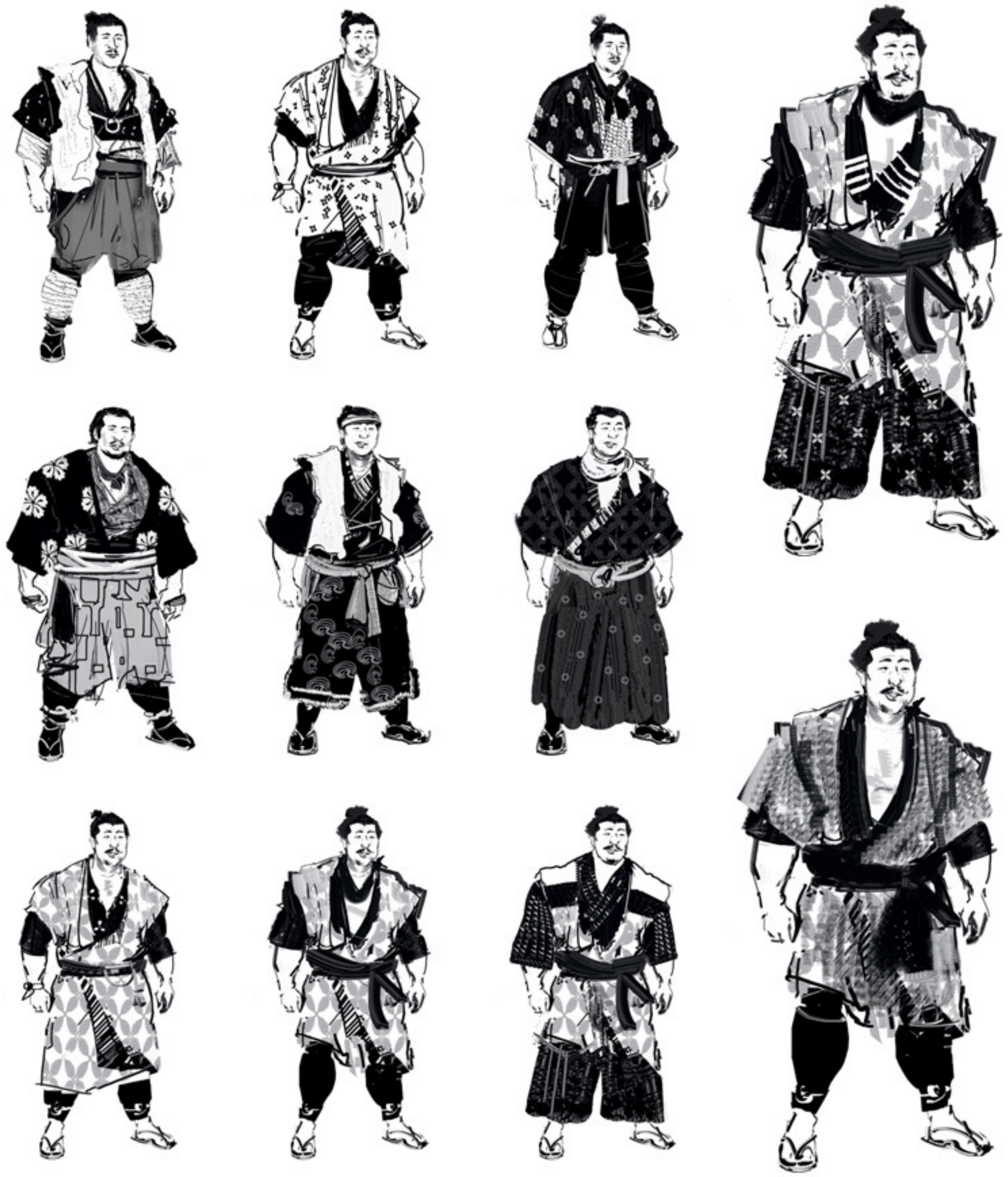
MASAKO

Masako is the proud matriarch of clan Adachi and a fearsome warrior whose combat skills rival those of the bravest samurai on Tsushima. While her husband and sons died during the Mongol invasion, the rest of her family was massacred by an unknown conspirator who plotted to wipe out clan Adachi in one fell swoop. Filled with rage toward the people who murdered her family, Masako embarks on a relentless and all-consuming quest for revenge.



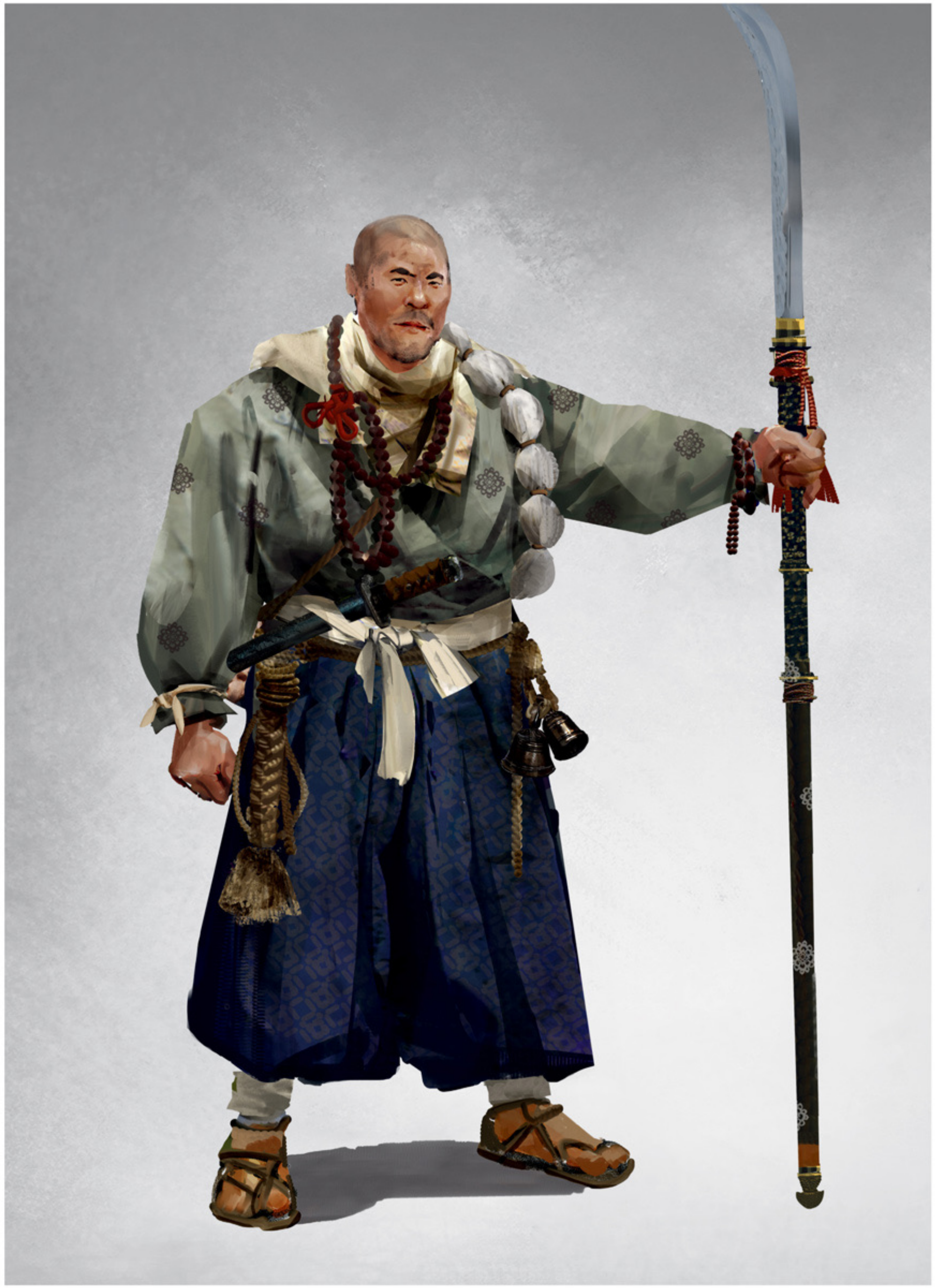
KENJI

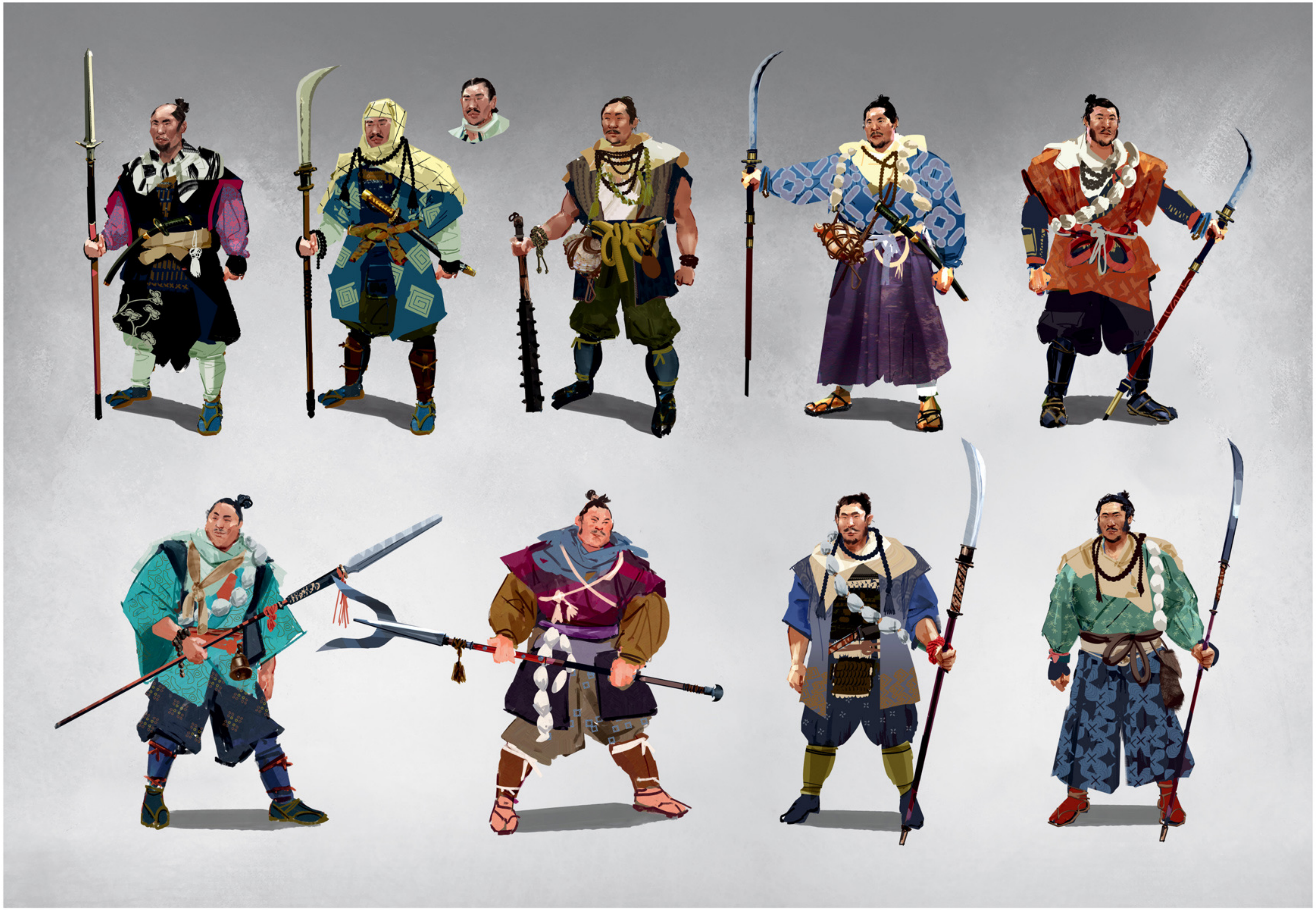
Kenji is a savvy, good-natured merchant who may seem easy to dismiss at first glance but is actually a clever grifter who becomes a valuable ally to Jin. Kenji uses his charms to gain the Mongols' trust and sells them sake that he brews himself. Kenji is an old acquaintance of Yuna's and has an extremely close relationship with his horse, Miko.



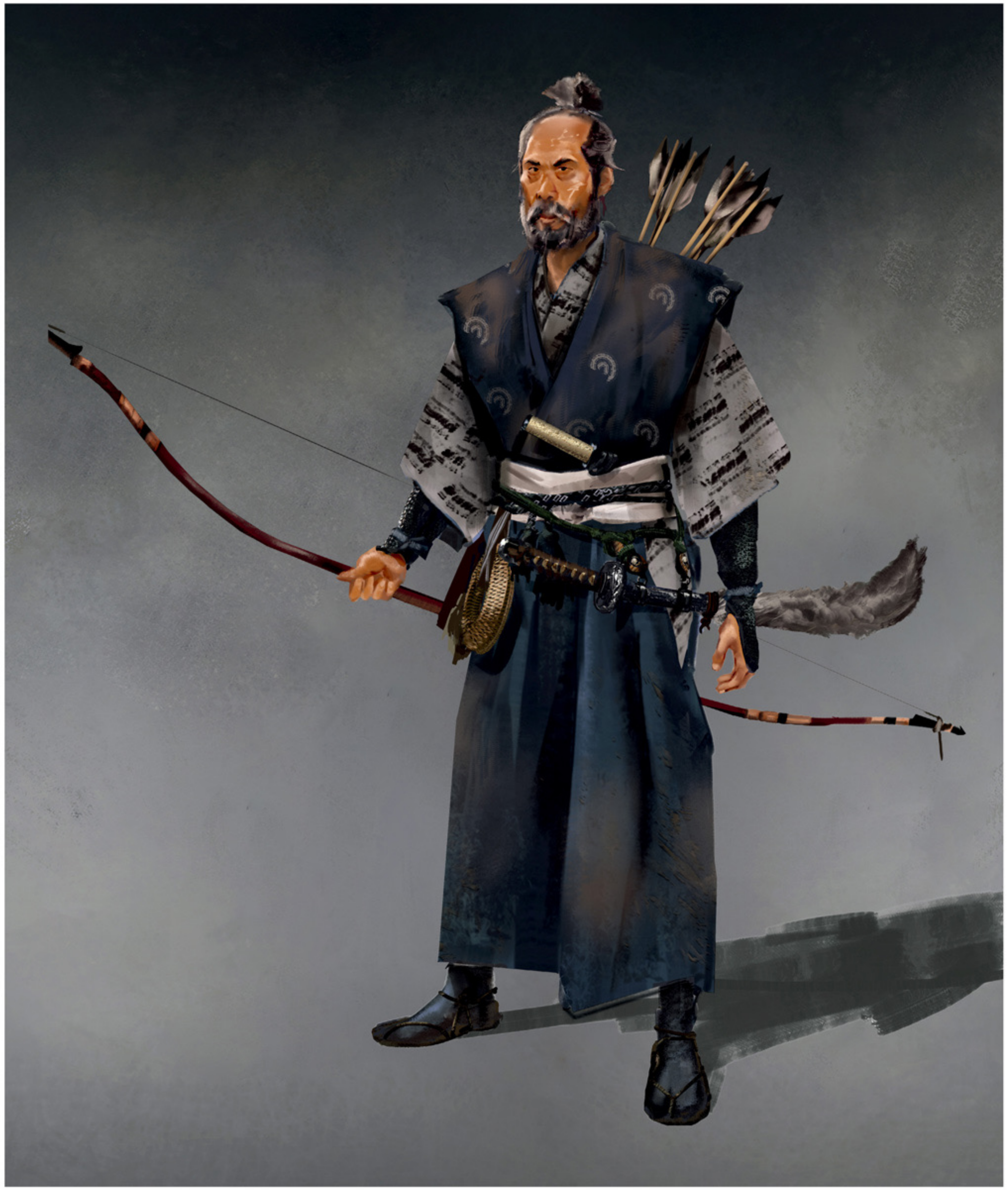
NORIO

Norio is a warm-hearted warrior monk whose brother and entire temple were slaughtered by the Mongols. Grappling with survivor's guilt, he seeks to prove himself worthy of their memories by protecting the people and places they fought to defend. Norio works with Jin to preserve the sacred traditions of Tsushima and rescue fellow monks.



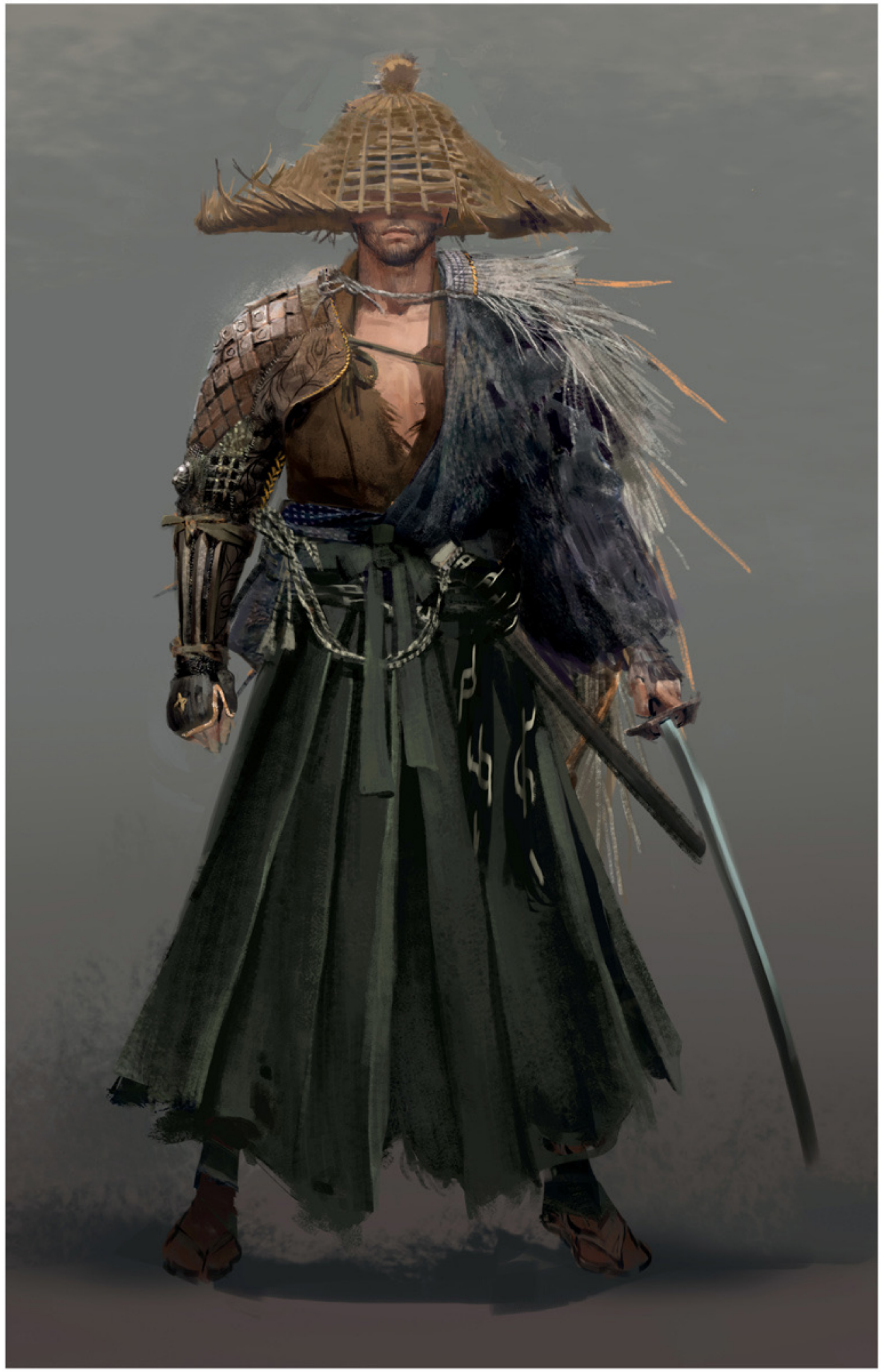


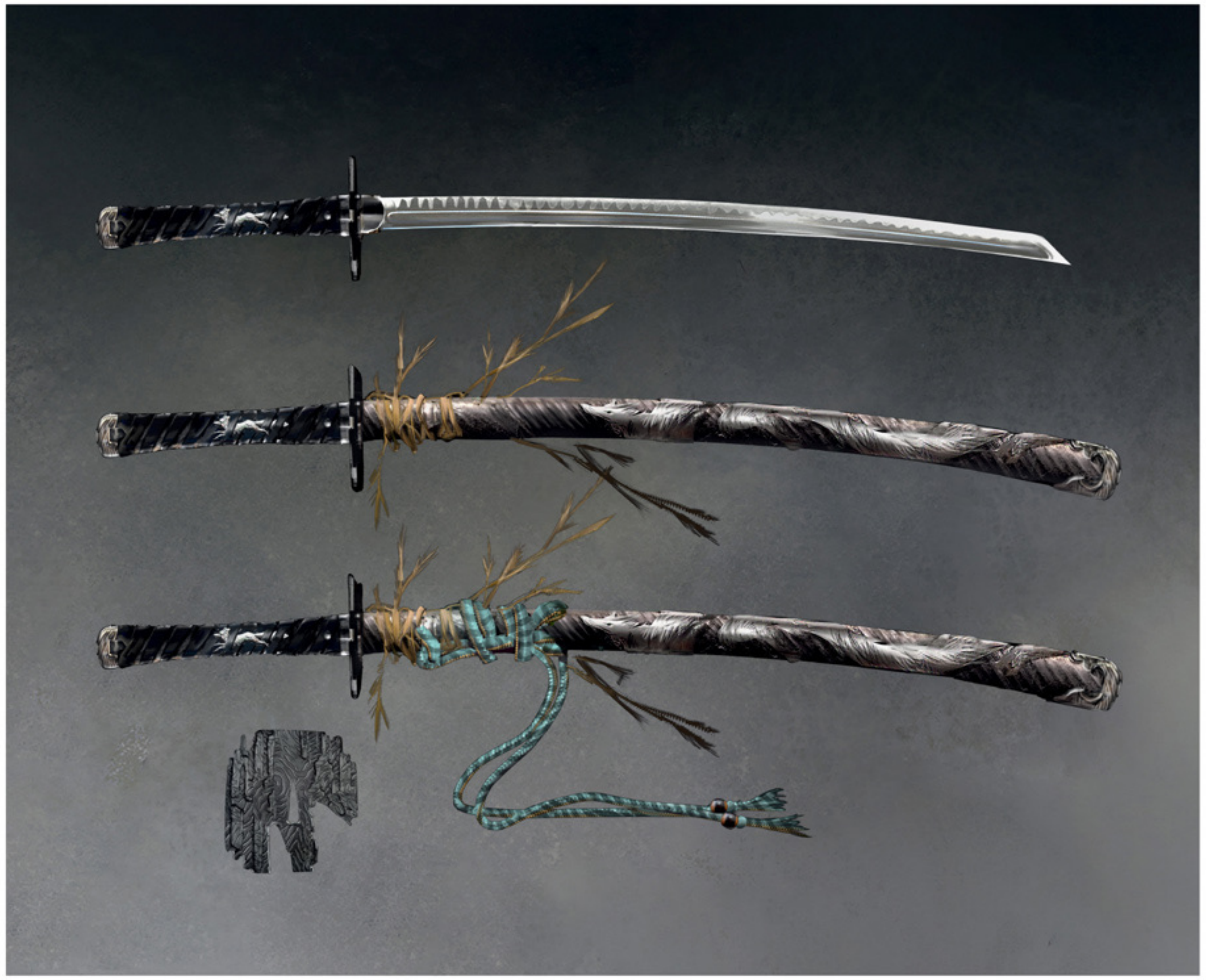
Norio Sketches



ISHIKAWA

Sensei Ishikawa is a legendary samurai archer whose skill with a bow is known across the entire island of Tsushima. Ishikawa narrowly avoids the devastating battle against the Mongols after he's ambushed by a mysterious attacker. When Jin seeks him out, the aging sensei comes out of retirement to take Jin on as his newest student and atone for the mistakes of his past.



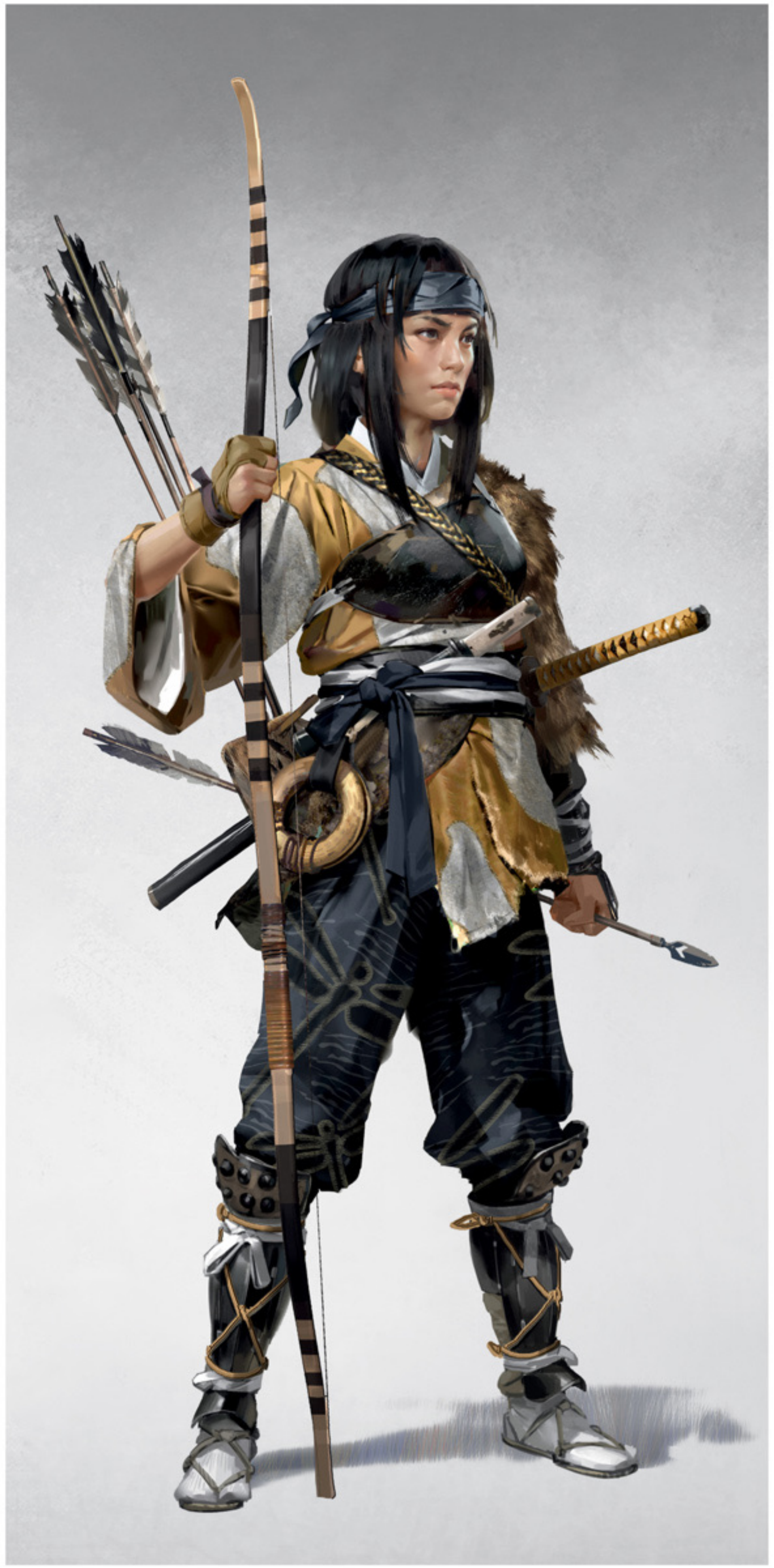


RYUZO

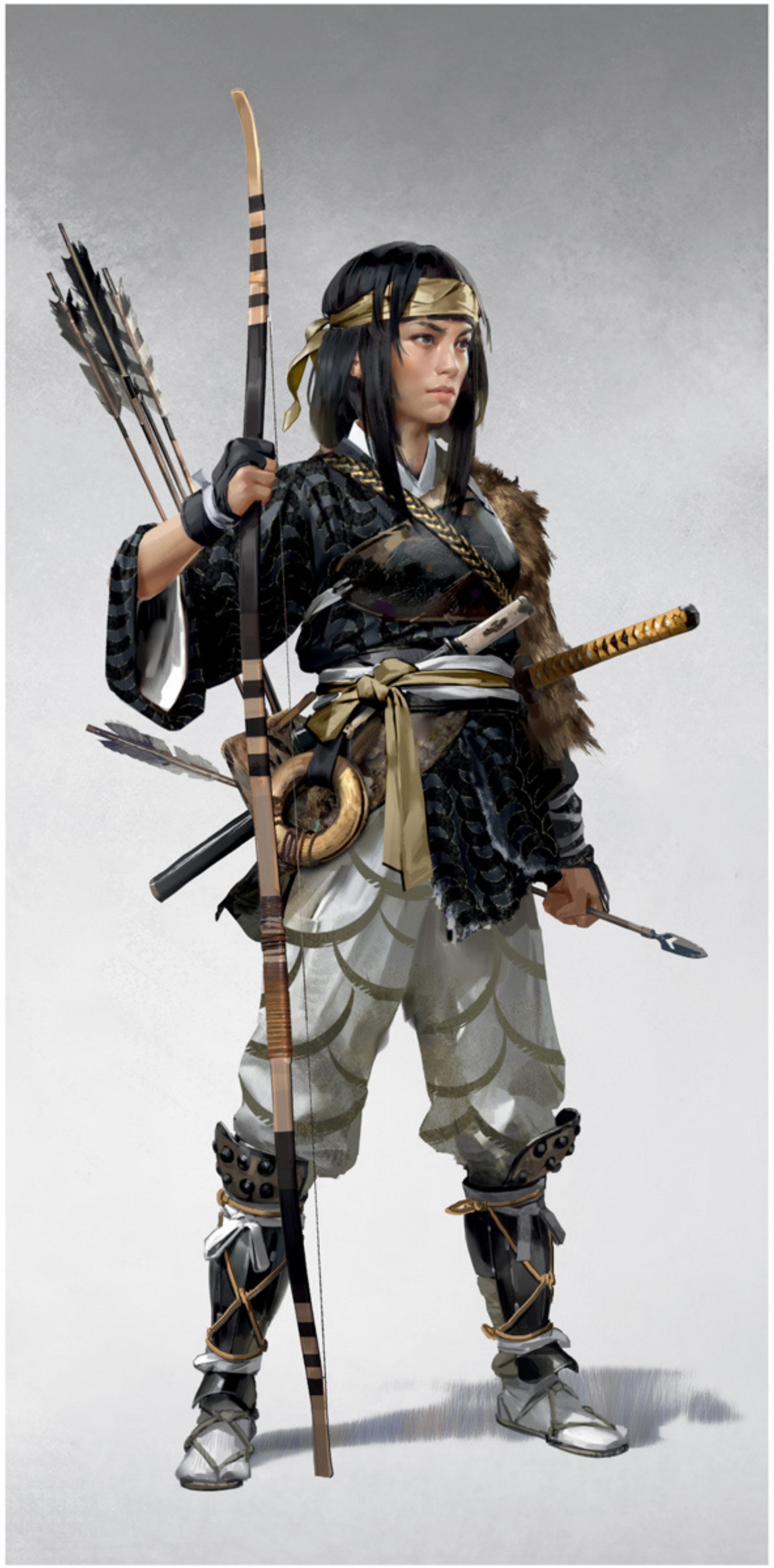
Ryuzo is Jin's childhood friend and leader of the Straw Hat ronin, a group of warriors for hire who are struggling to survive in the wake of the Mongol invasion. Ryuzo is battle hardened and intensely protective of his men but also has a wry sense of humor. As one of Jin's oldest friends, he shows a relaxed and brotherly affection for Jin that has evolved into a deep bond of trust in adulthood.

GUARDIANS

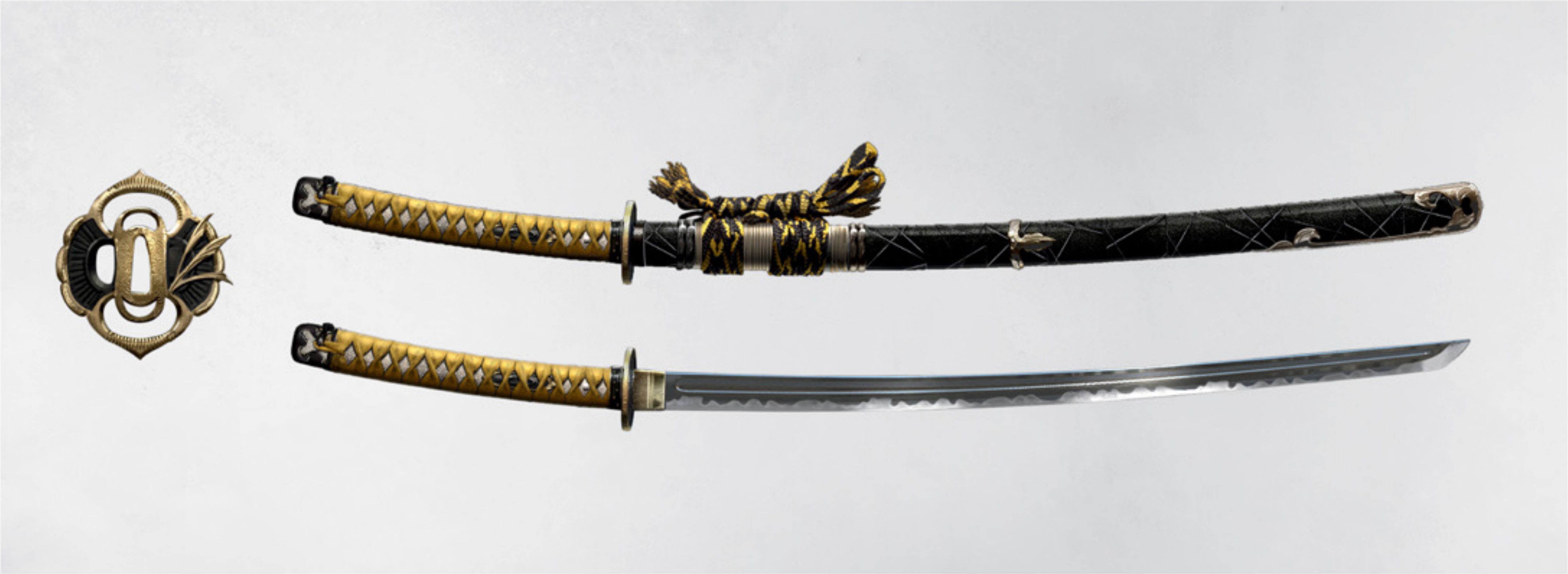
The Guardians protect mythic weapons and armor, and their design is intended to project a sense of honor—regal, but also clearly fighters not to be taken lightly. The designs seen here depict a balance between animal fur and beautiful kimonos, showing the duality in the Guardians' nature, which is both animalistic and traditional.

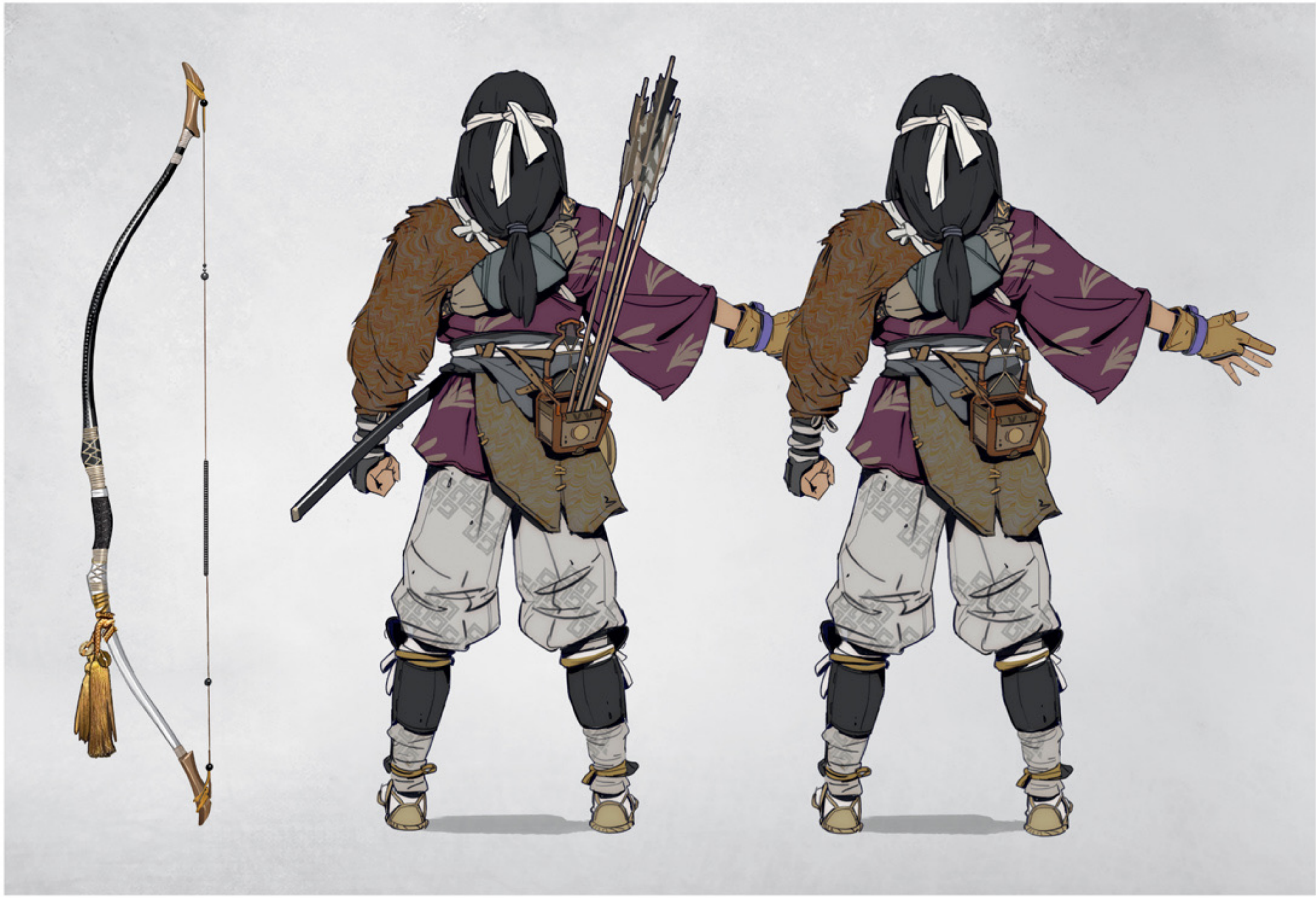


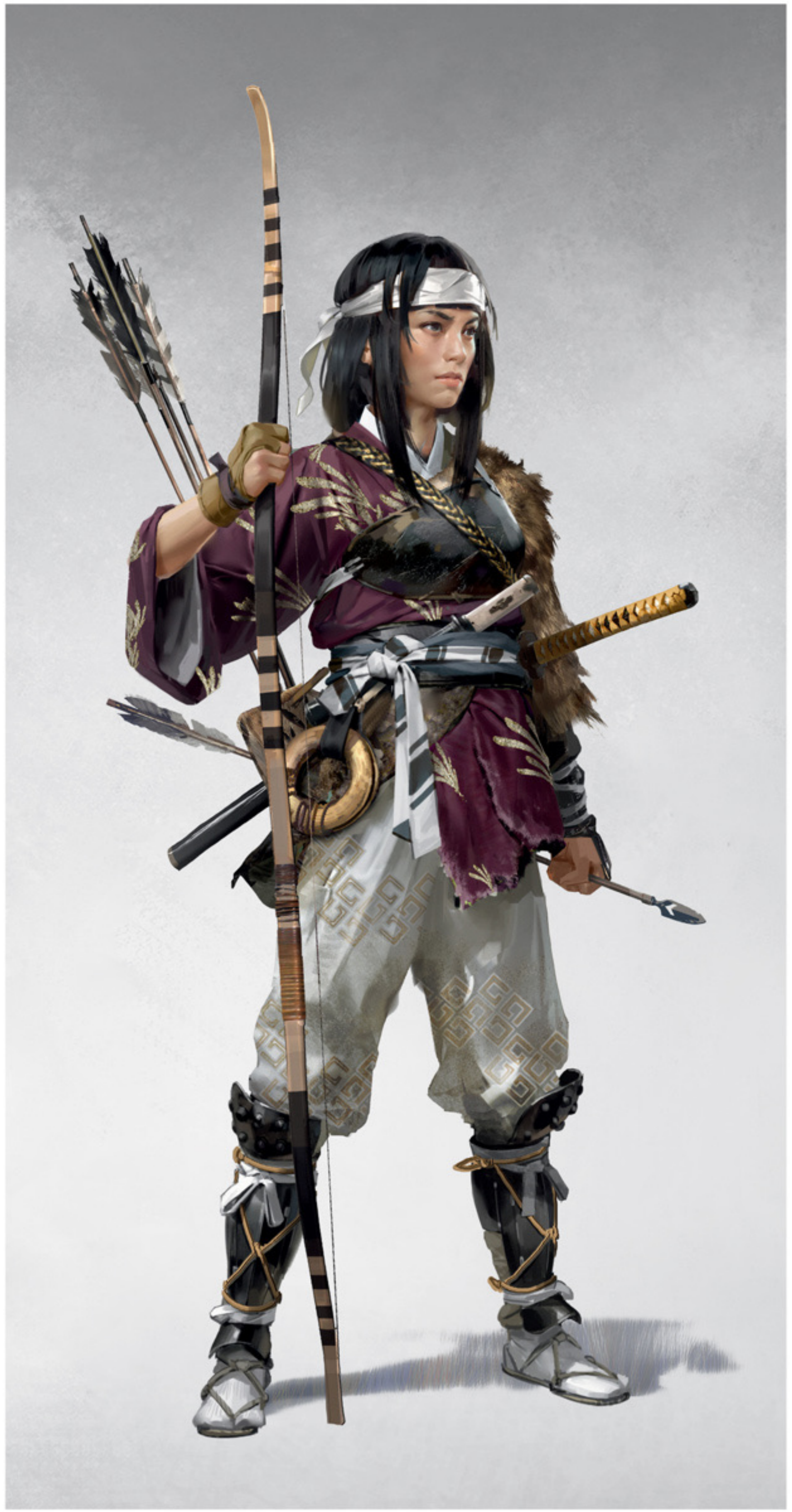
Kaede

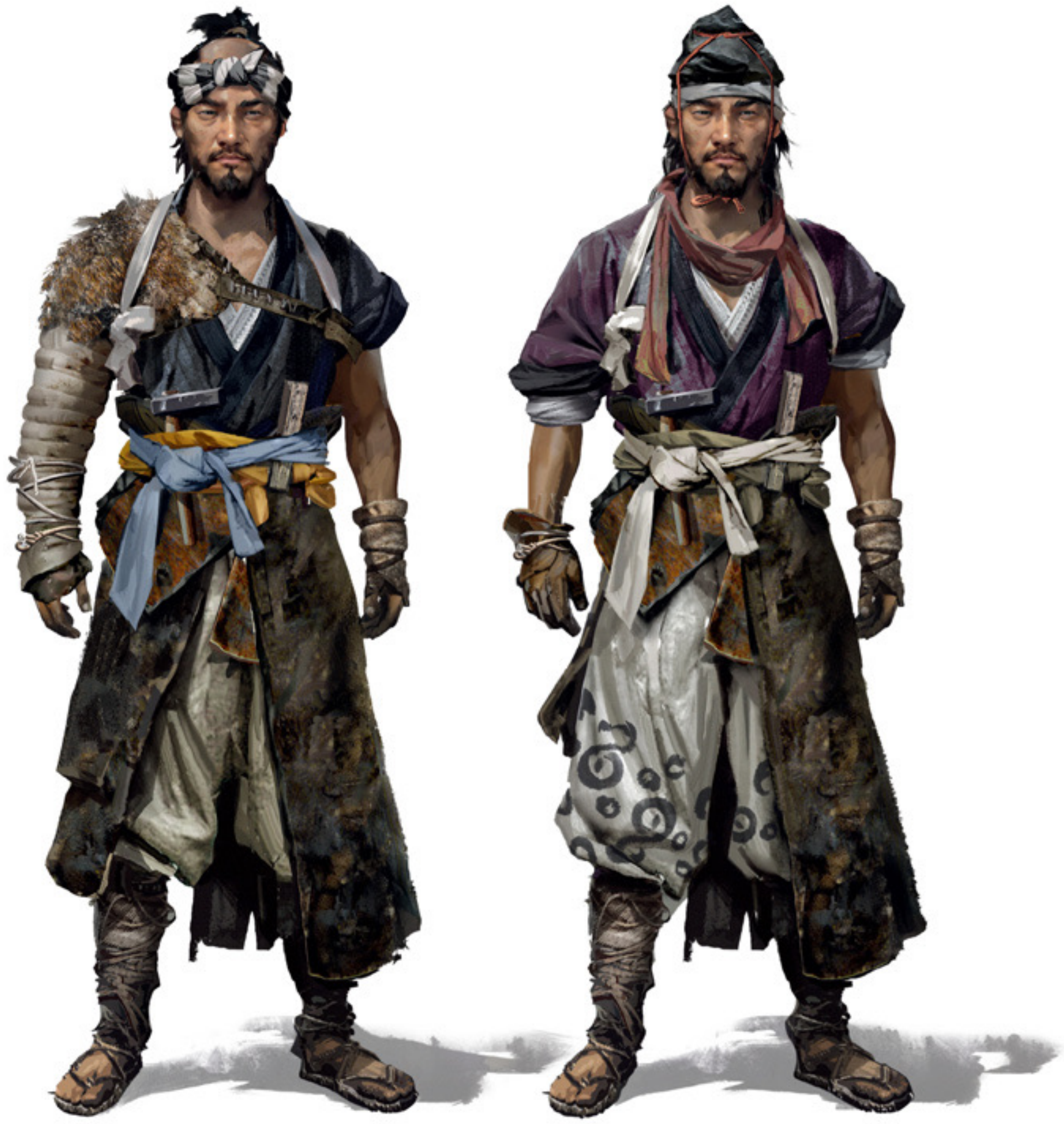


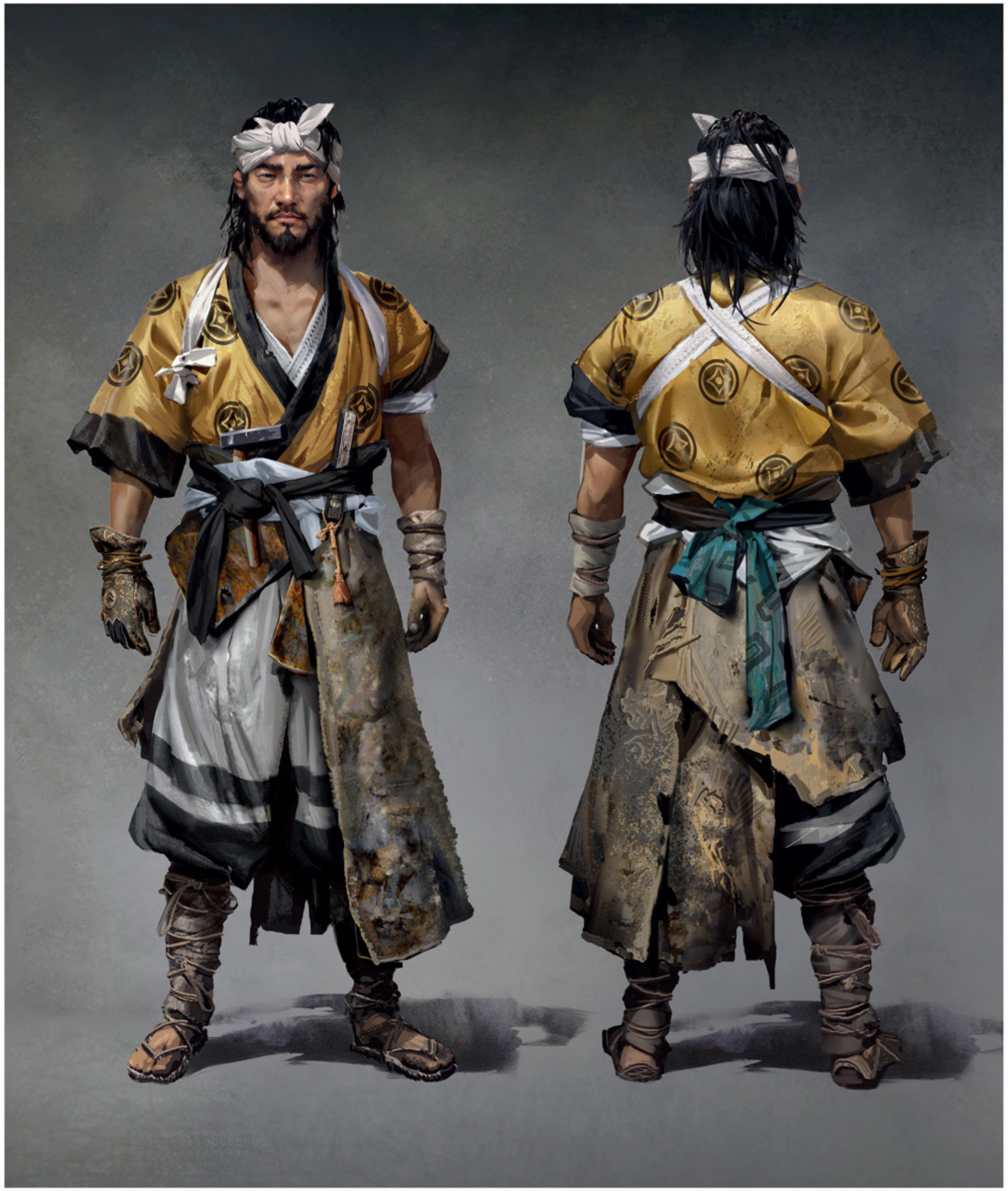
Lady Sanjo





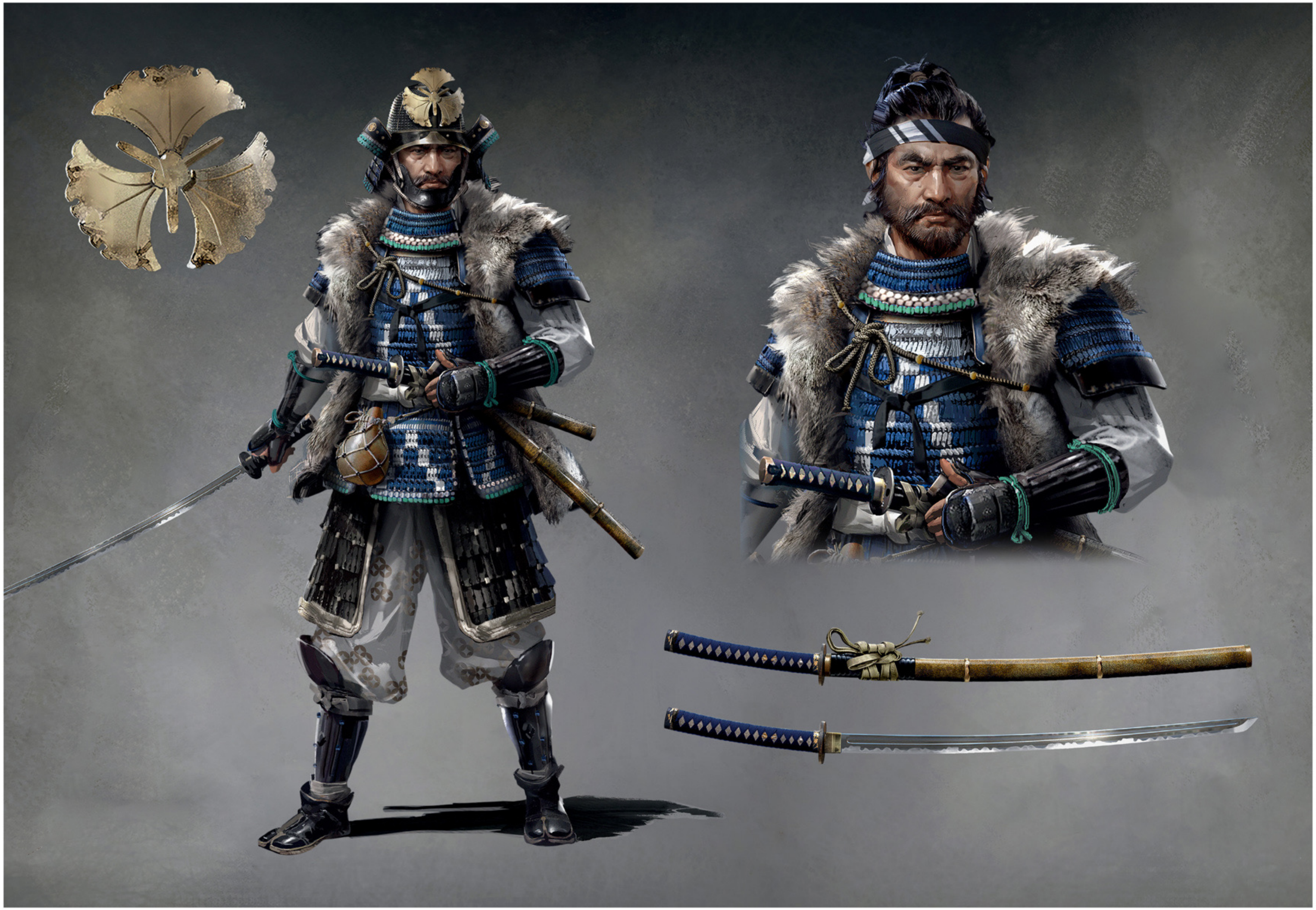




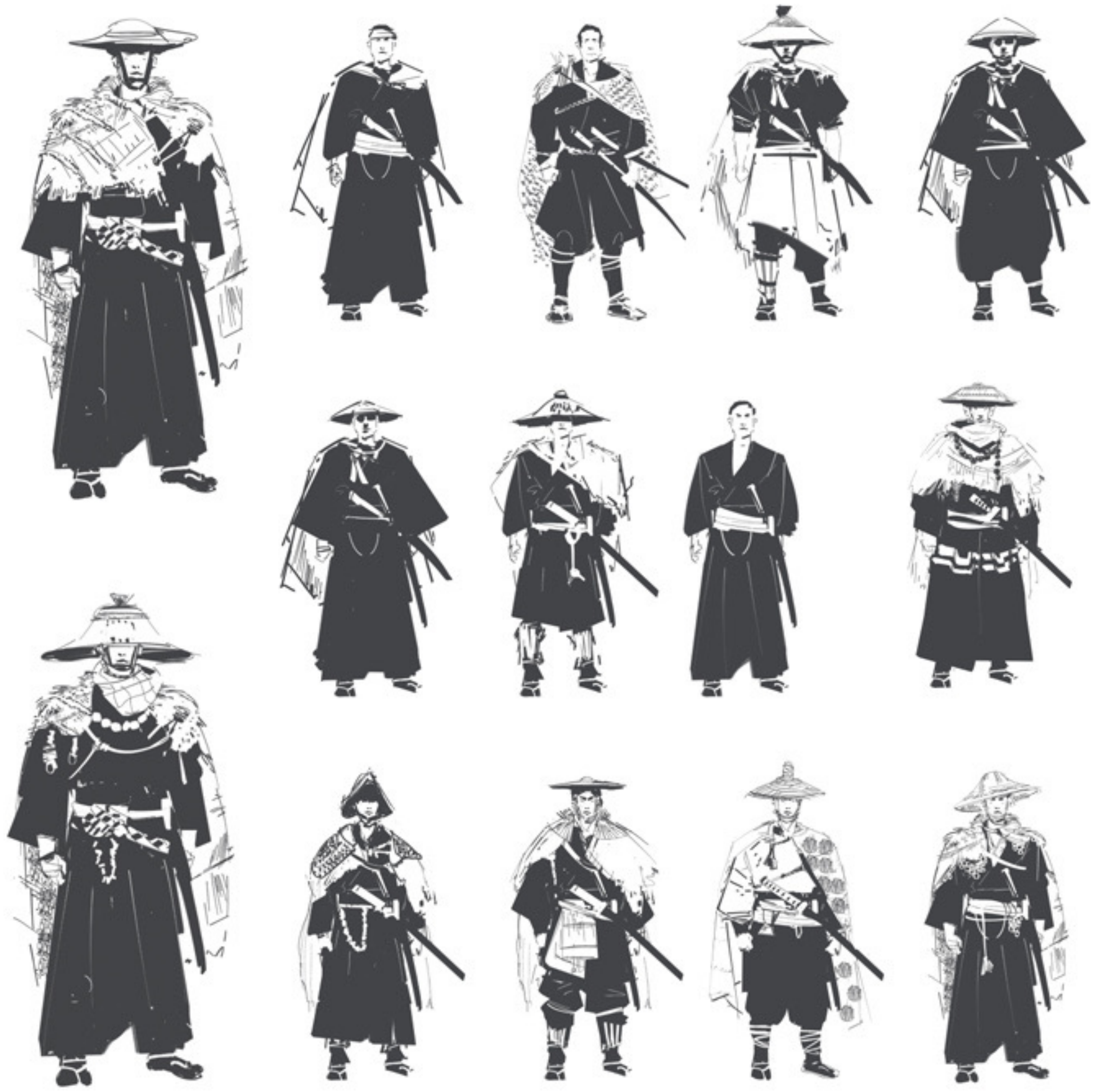


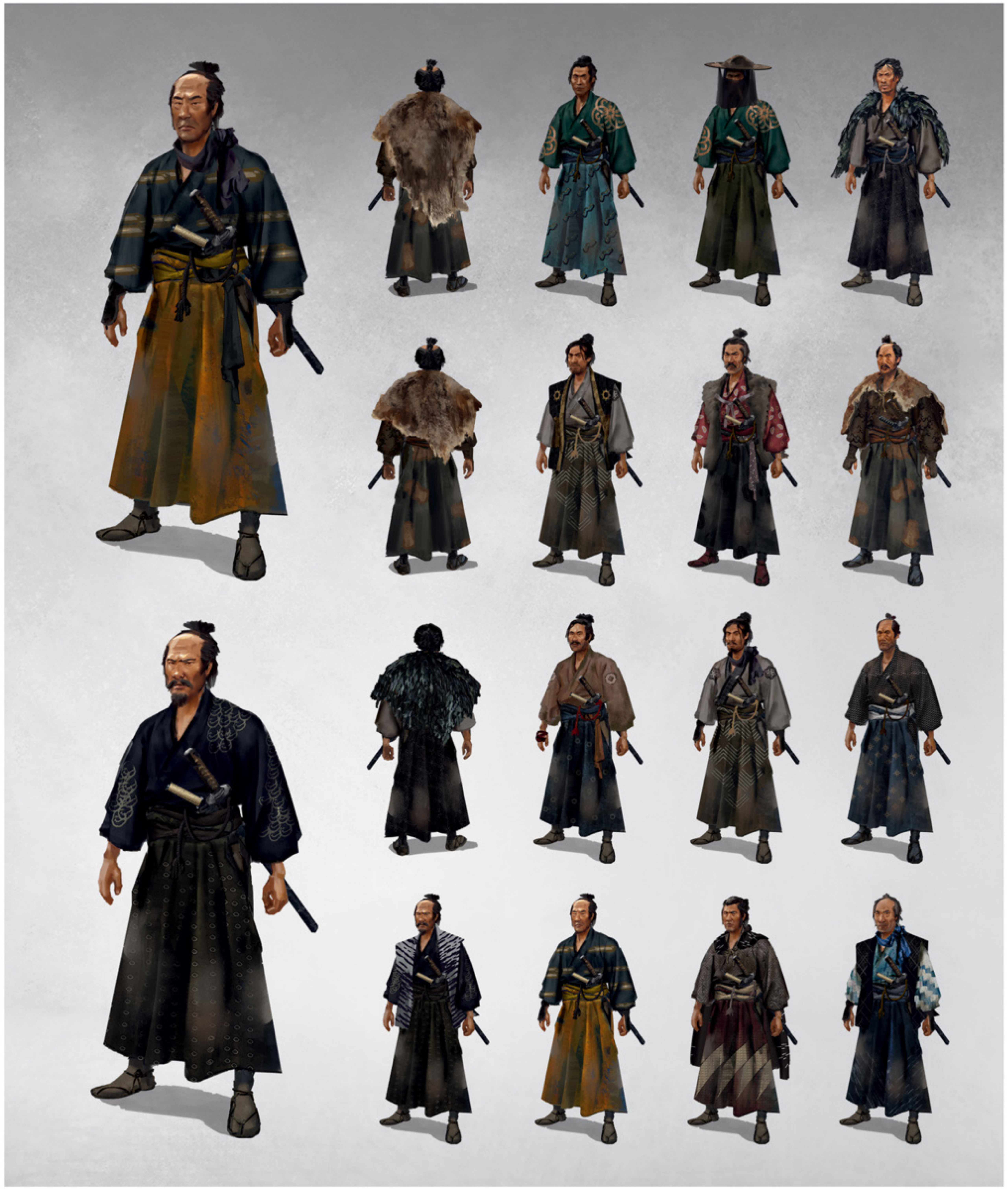
TAKA

Taka is Yuna's brother and a tremendously talented blacksmith. While he's capable of forging strong weapons and tools, he is terrified of conflict and afraid to stand up for himself. Inspired by Jin, Taka will try to find the strength to fight back against the Mongols.



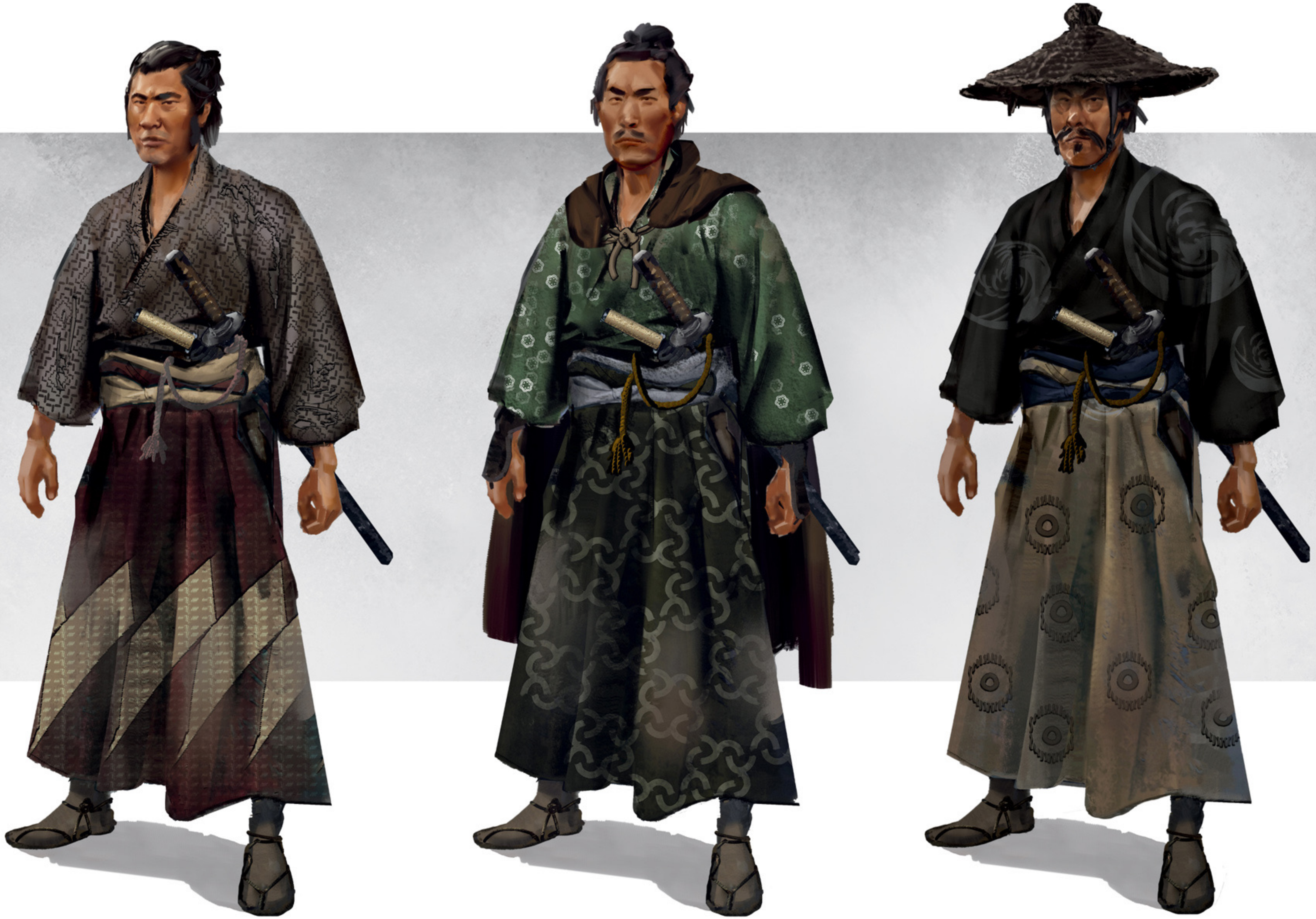
Lord Adachi





Ronin

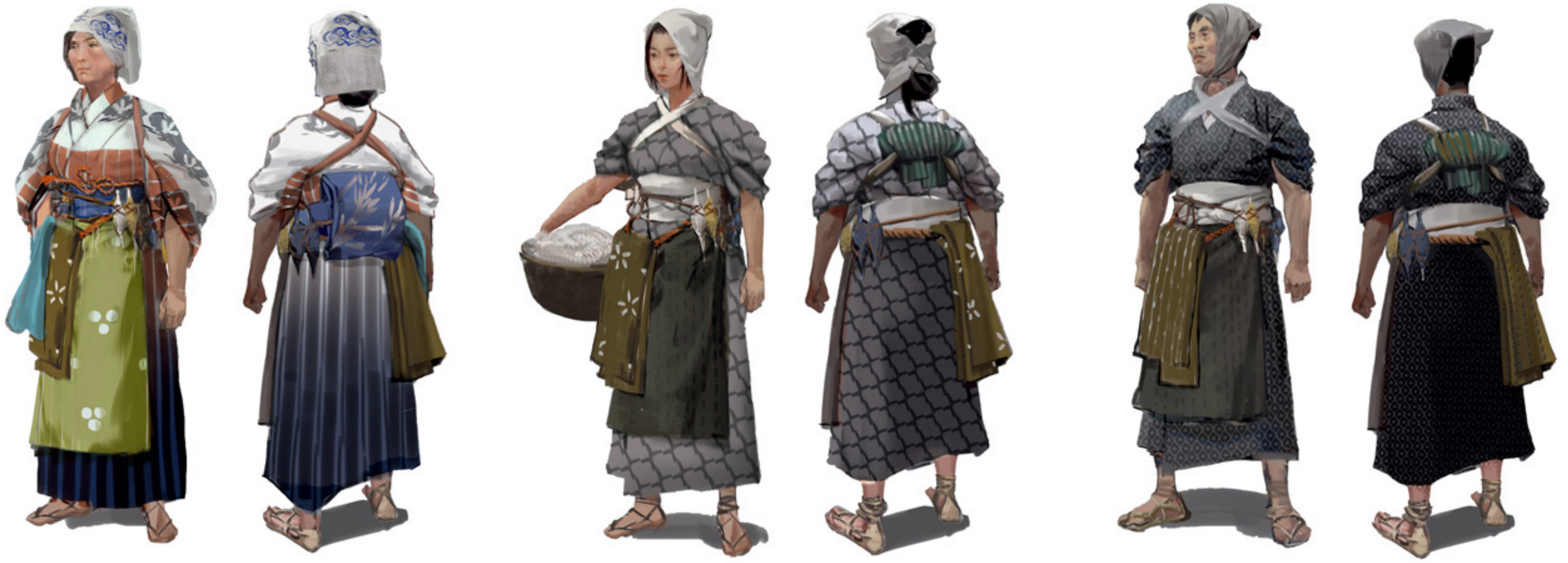
The ronin mercenaries here are outfitted like samurai without armor. Unlike noble samurai sworn to established clans, these masterless warriors are more likely to be contract killers looking for a target. The designs shown here are meant to feel like the high-quality fabrics worn by someone who is well off, while still conveying a sense of menace and danger.



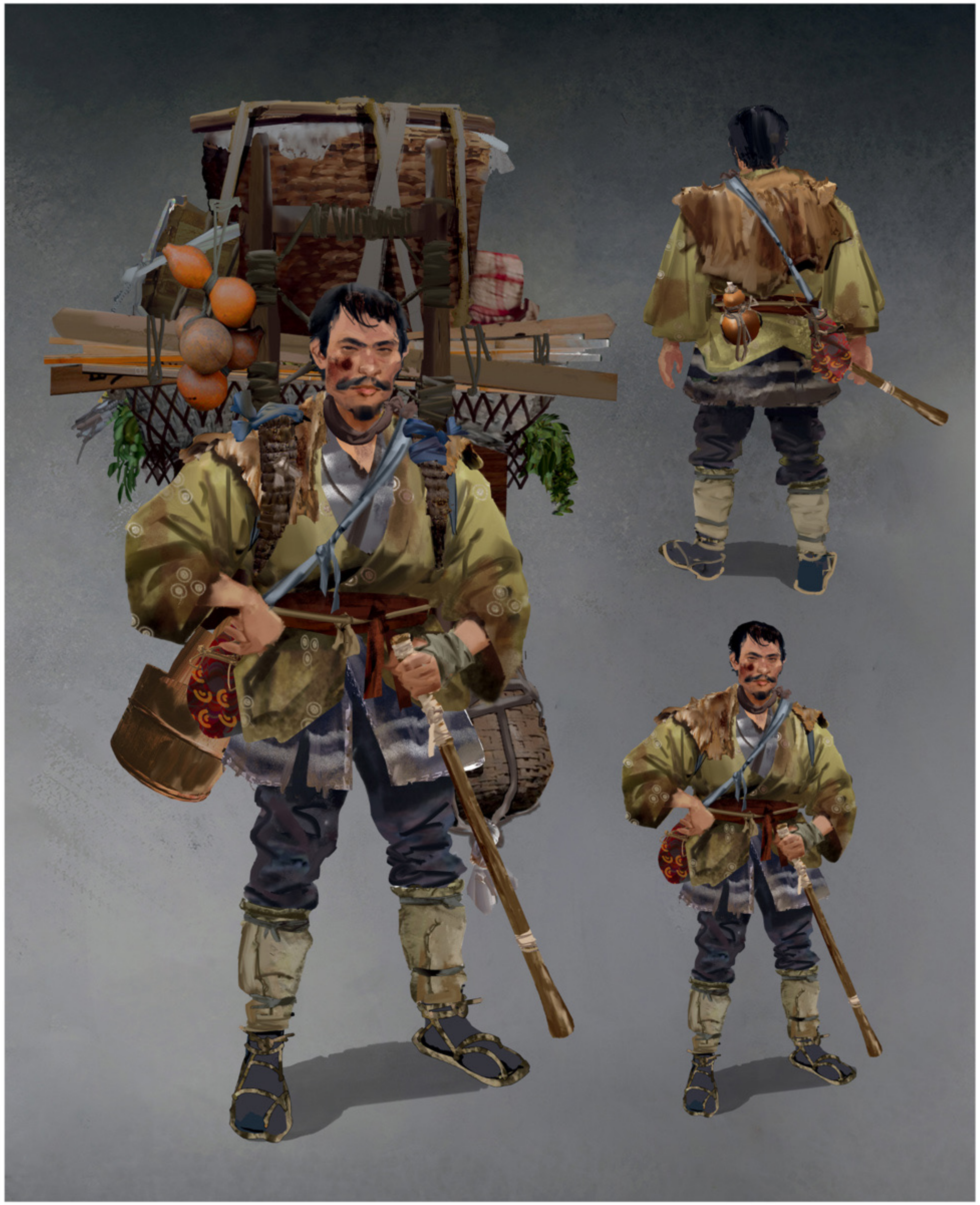
Swordsmith

VENDORS

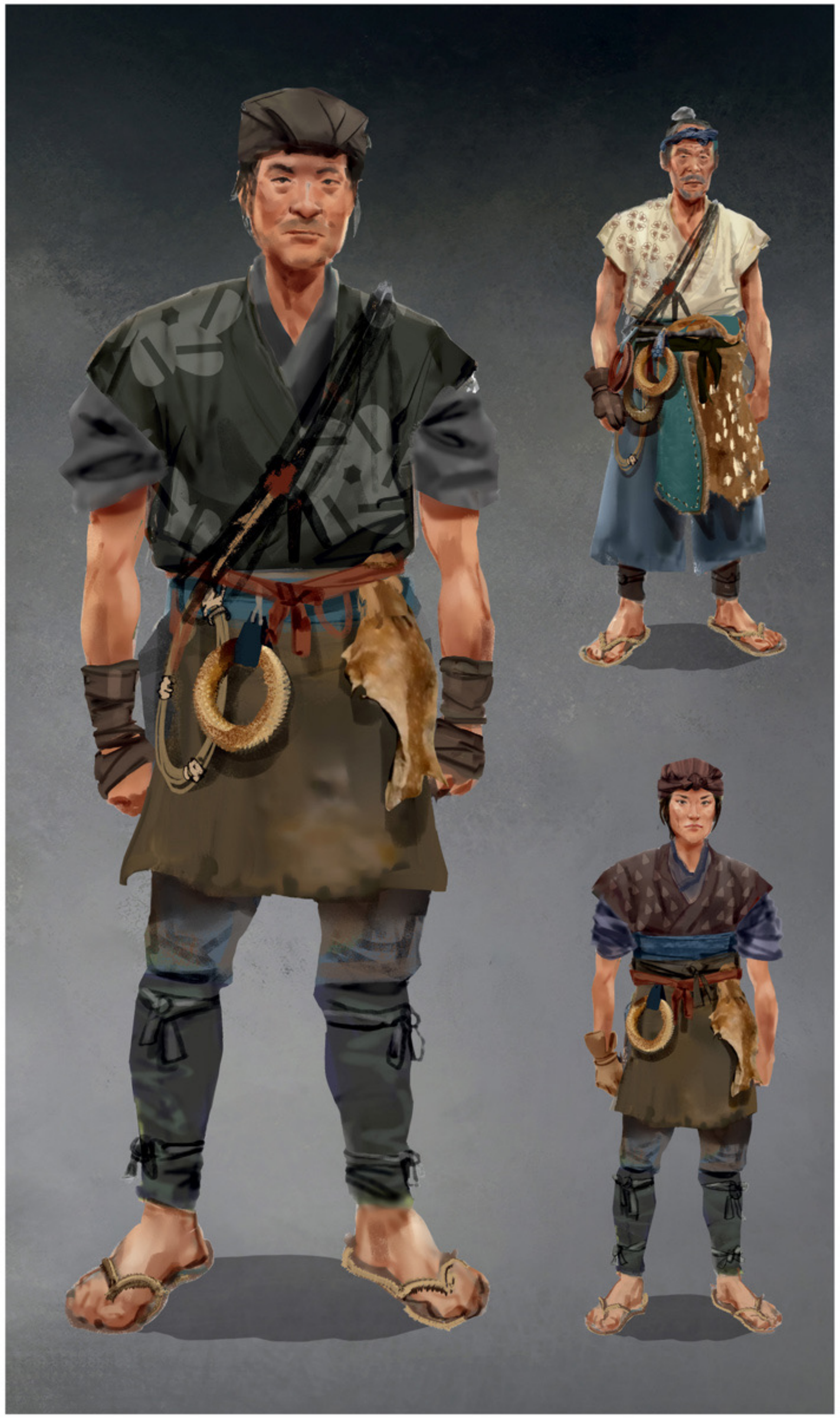
The vendors' look is intended to be simple and iconic. Each type of vendor (sword smith, tailor, bowyer) has a unique aesthetic to make them recognizable—the tailors have extra fabrics, while the smiths are dressed more ruggedly. There's also variation within each type—the white garb of the sword smith represents a master rather than an apprentice.



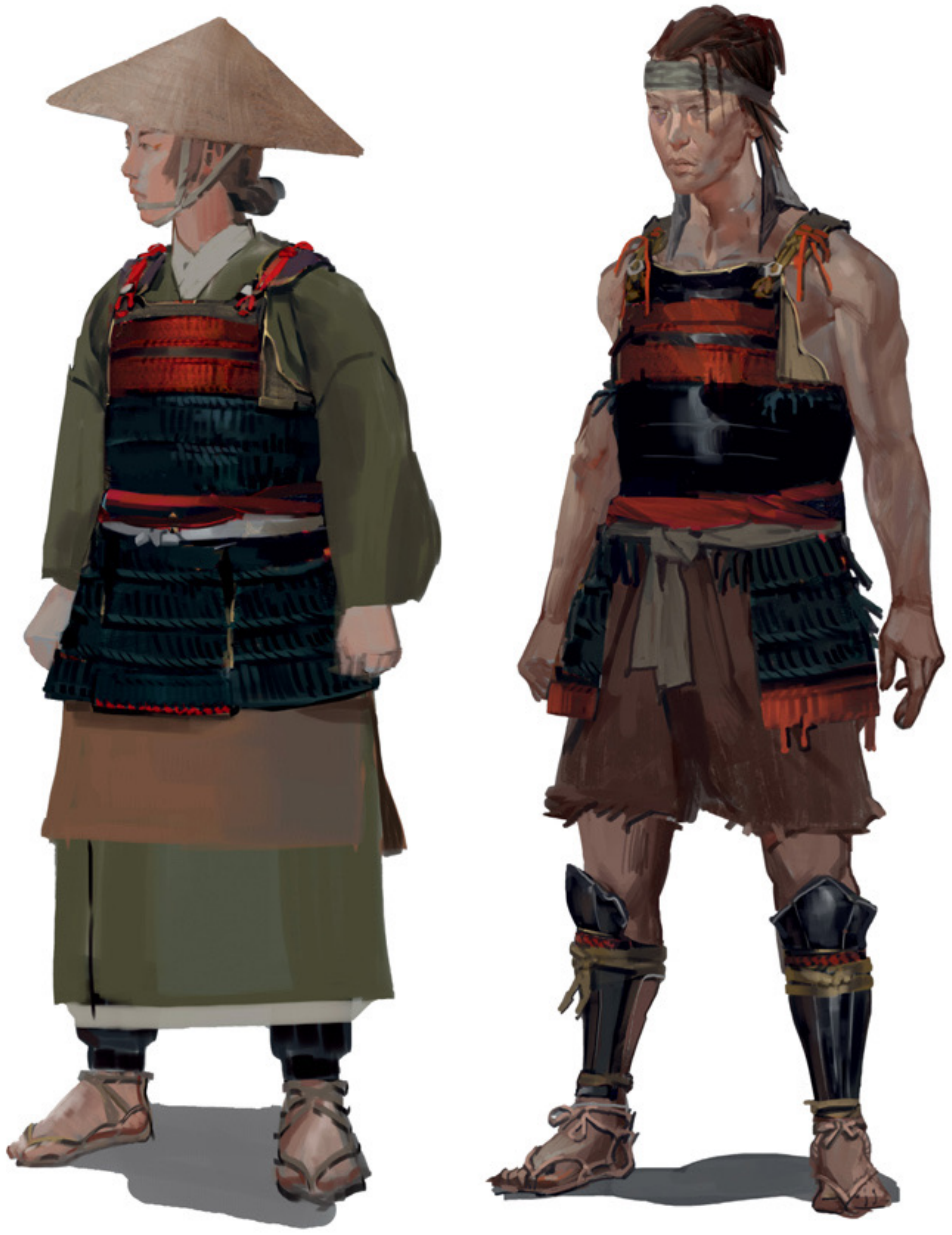
Tailor



Traveling Merchant

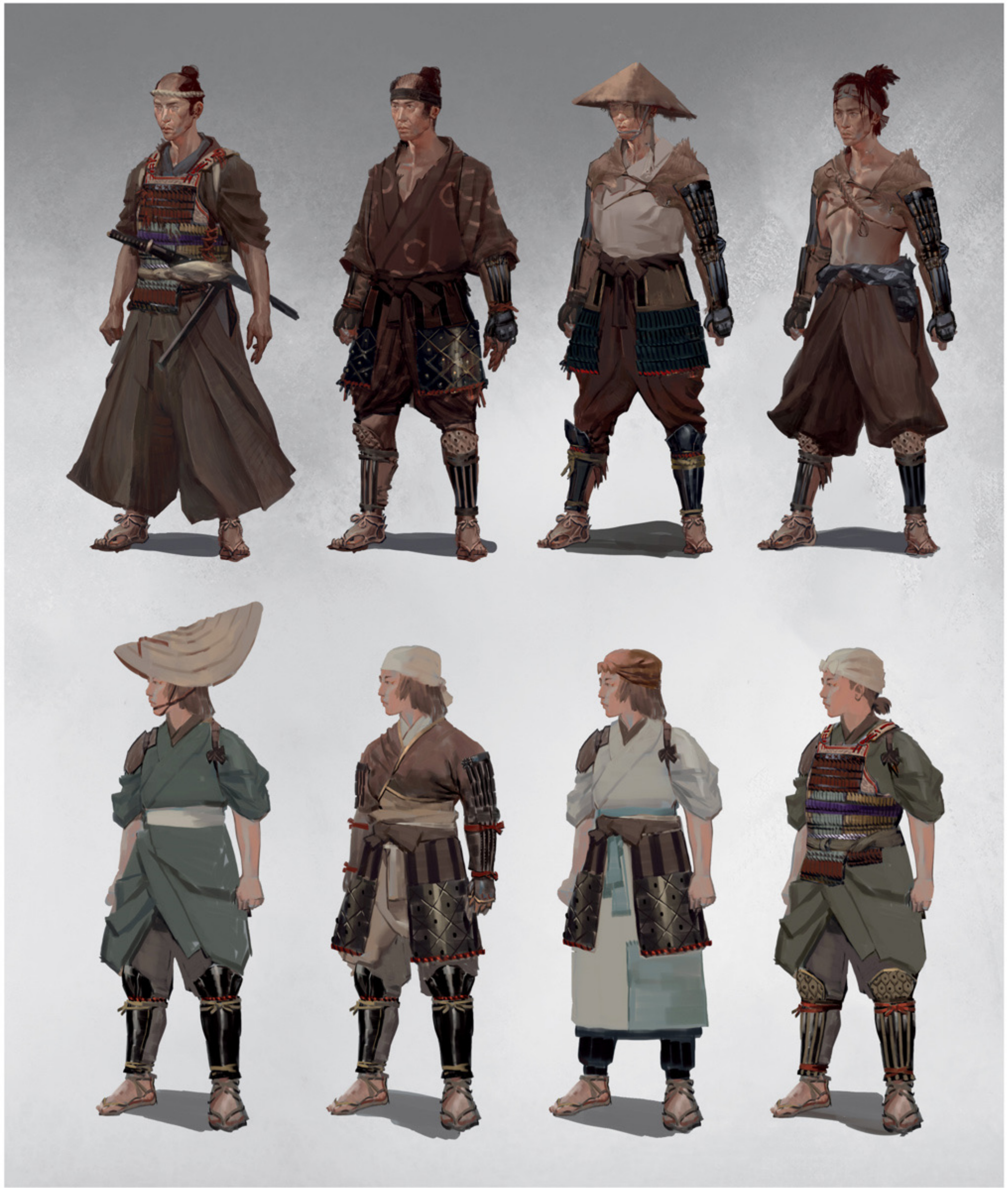


Bowyer

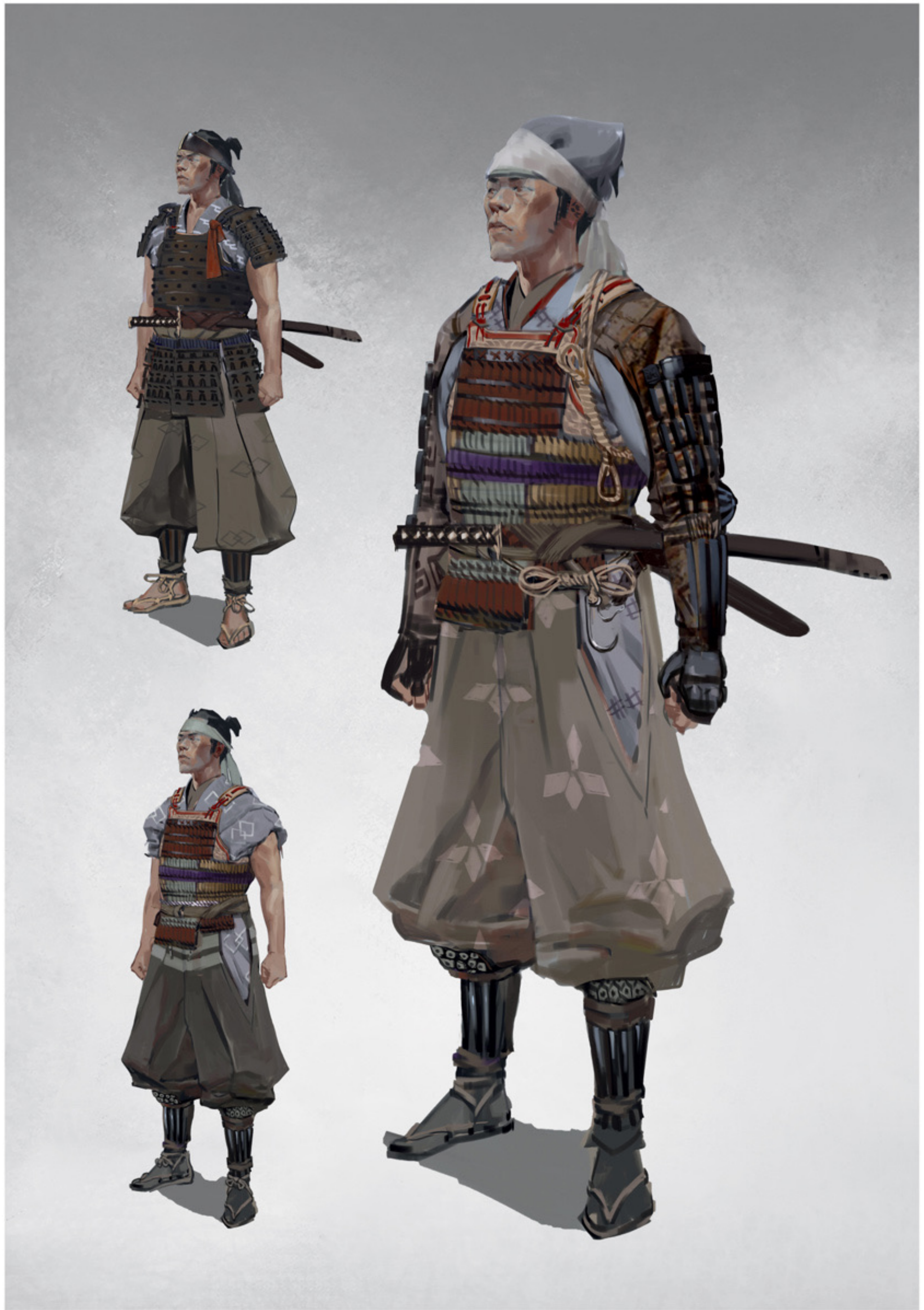


SOLDIERS

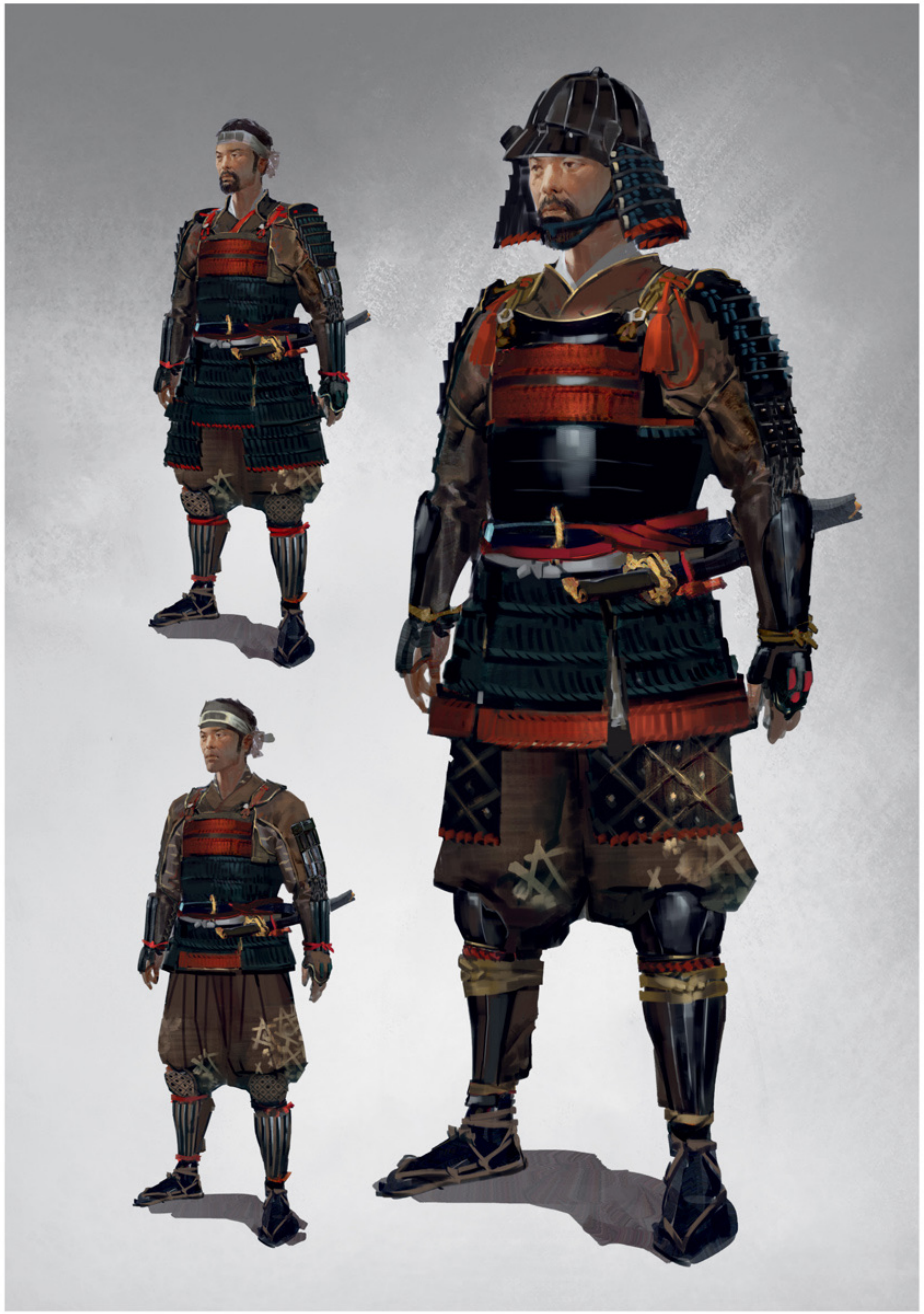
The soldiers here represent different levels of training. On the left, we see peasant recruits from town that have resorted to wearing leftover armor, giving them a ragtag appearance. On the right, we see samurai warriors headed to battle, wearing the colors of their respective clans.



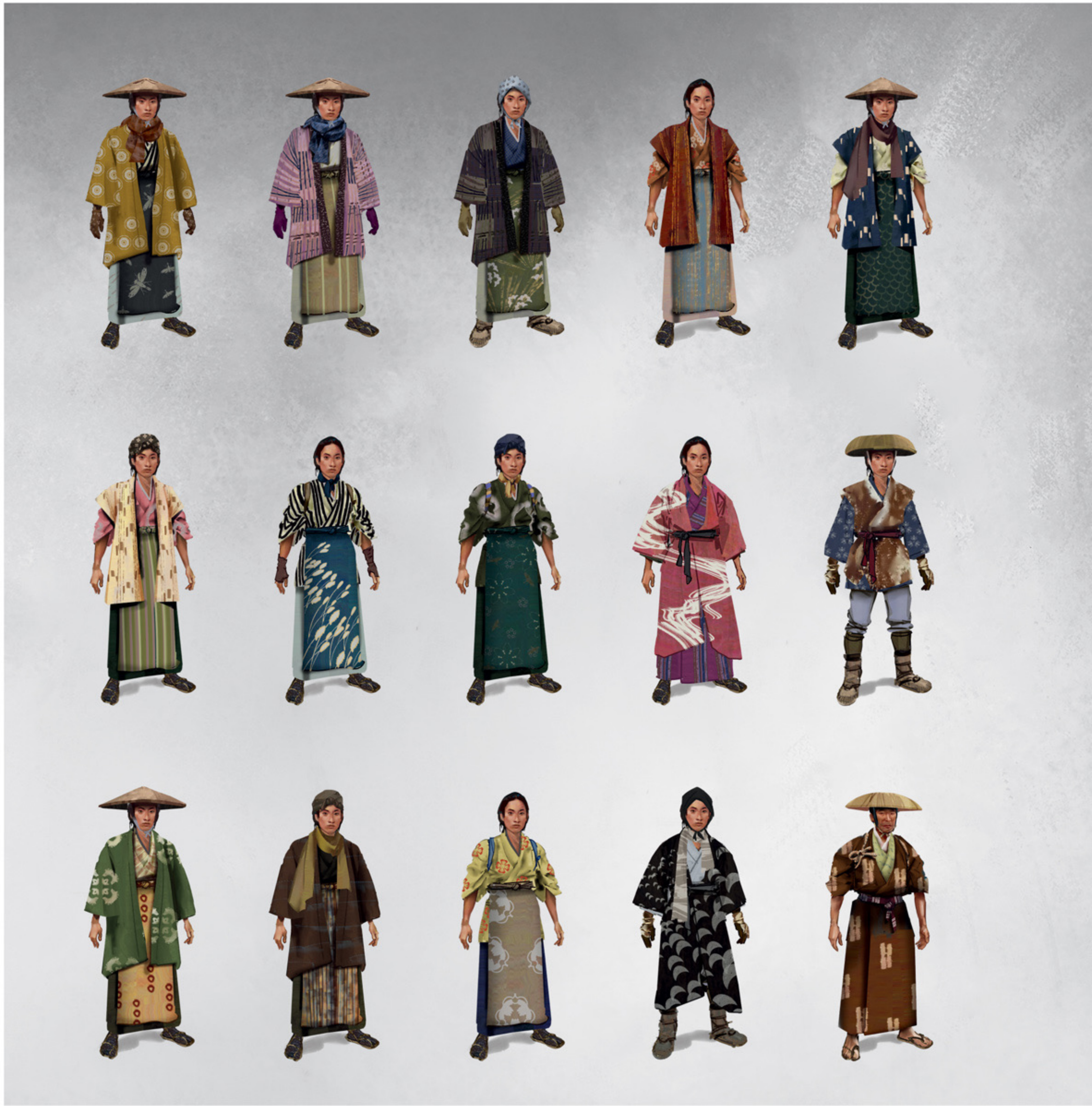
RECRUITS



Soldier



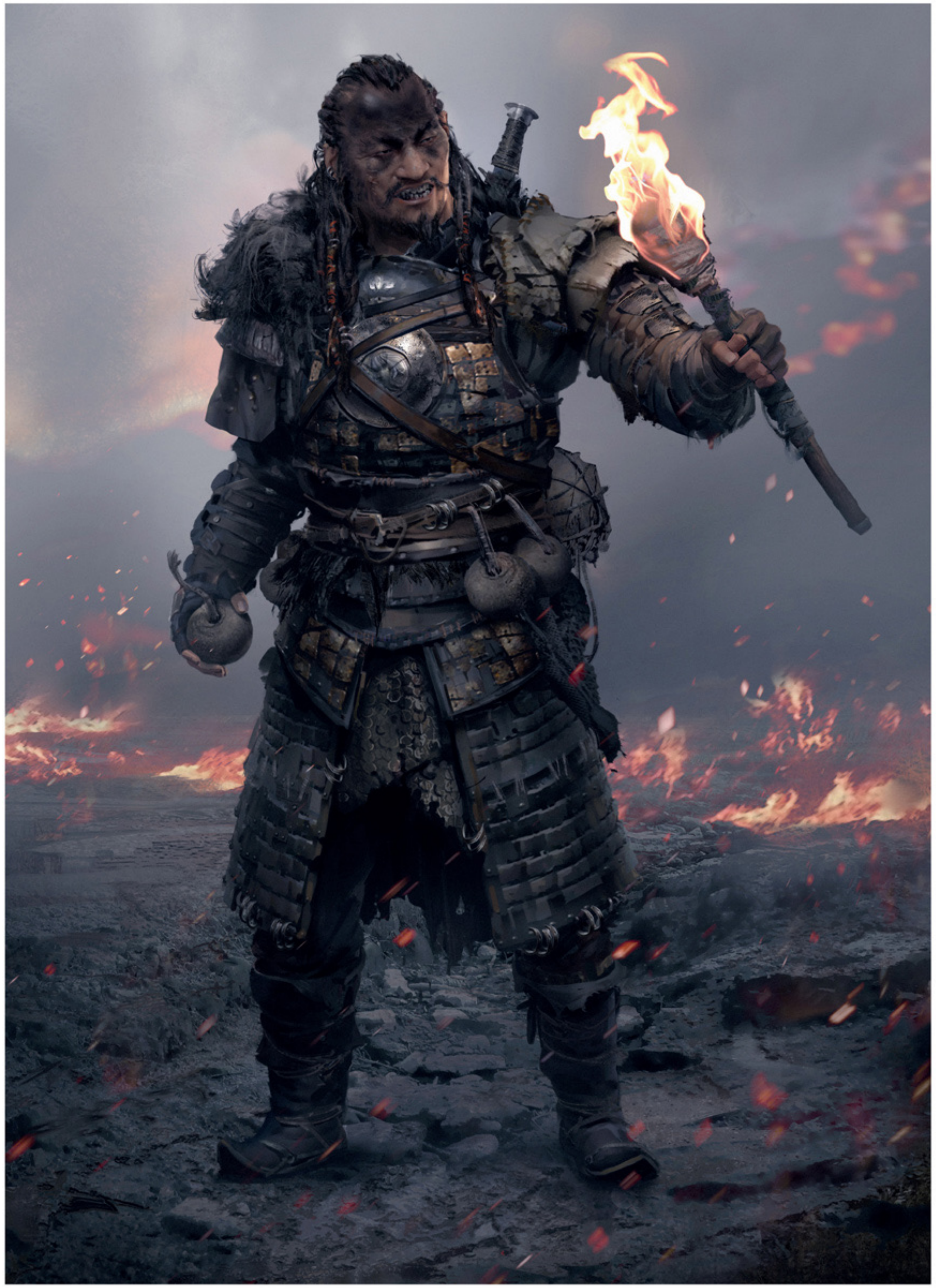
Elite



PEASANTS

The peasants seen throughout Tsushima help flesh out the world and make it feel more believable. At the same time, they provide certain environments with a splash of color. Some of the patterns seen here represent the environments throughout the game. The geometric patterns like snowflakes symbolize the cold weather of the northern region of Kamiagata, while the flowing patterns like streams or water represent the wetlands of Toyotama.

Mongol Warlord



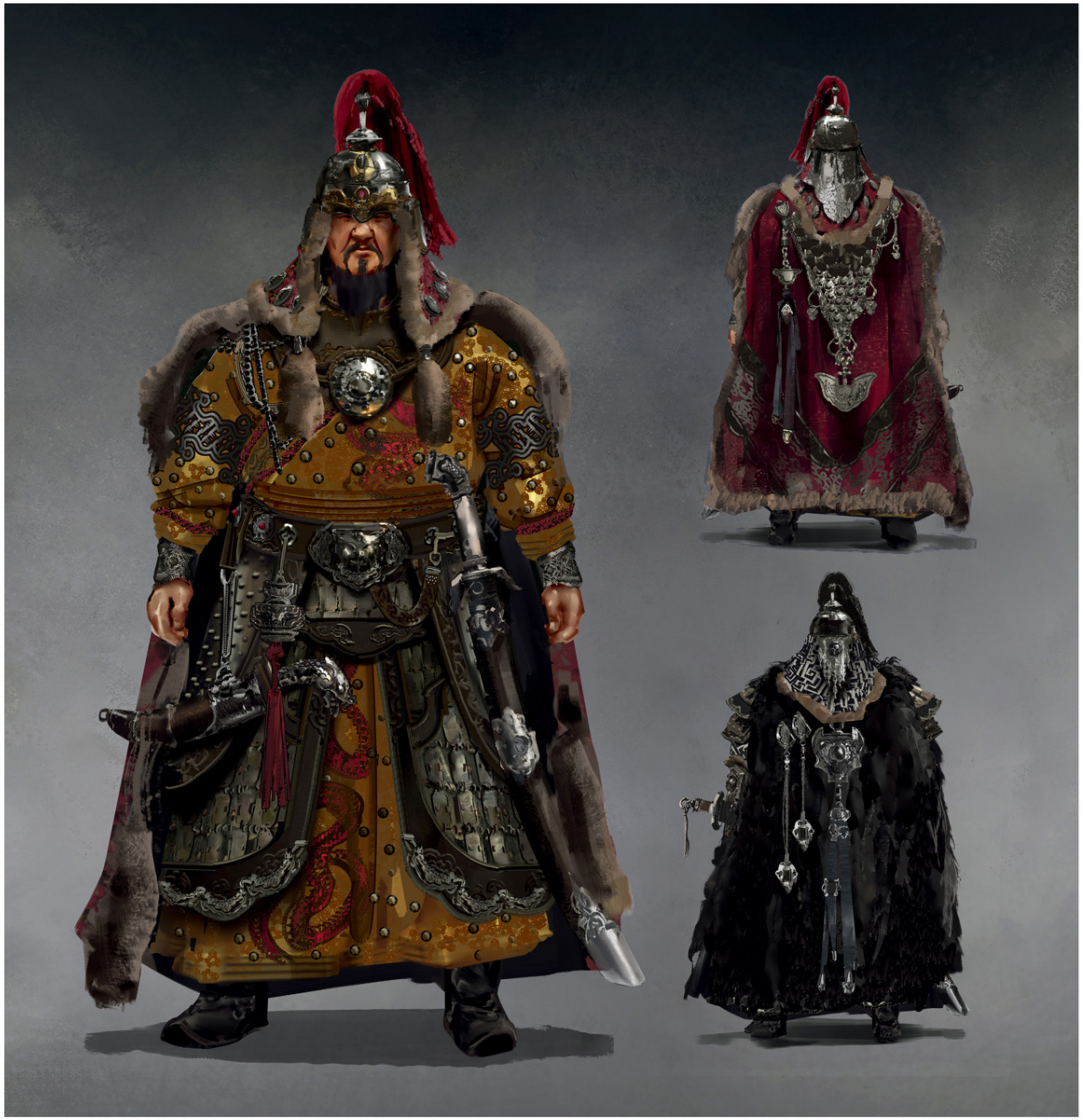
Mongol Warrior

MONGOLS

The Mongols are the primary threat in *Ghost of Tsushima*. Each was carefully designed to feel appropriately menacing.

The images seen here are explorations made before the visual style was locked down, during the search for the right tone to represent how the Mongols should feel, such as how structured they are versus how wild they are.

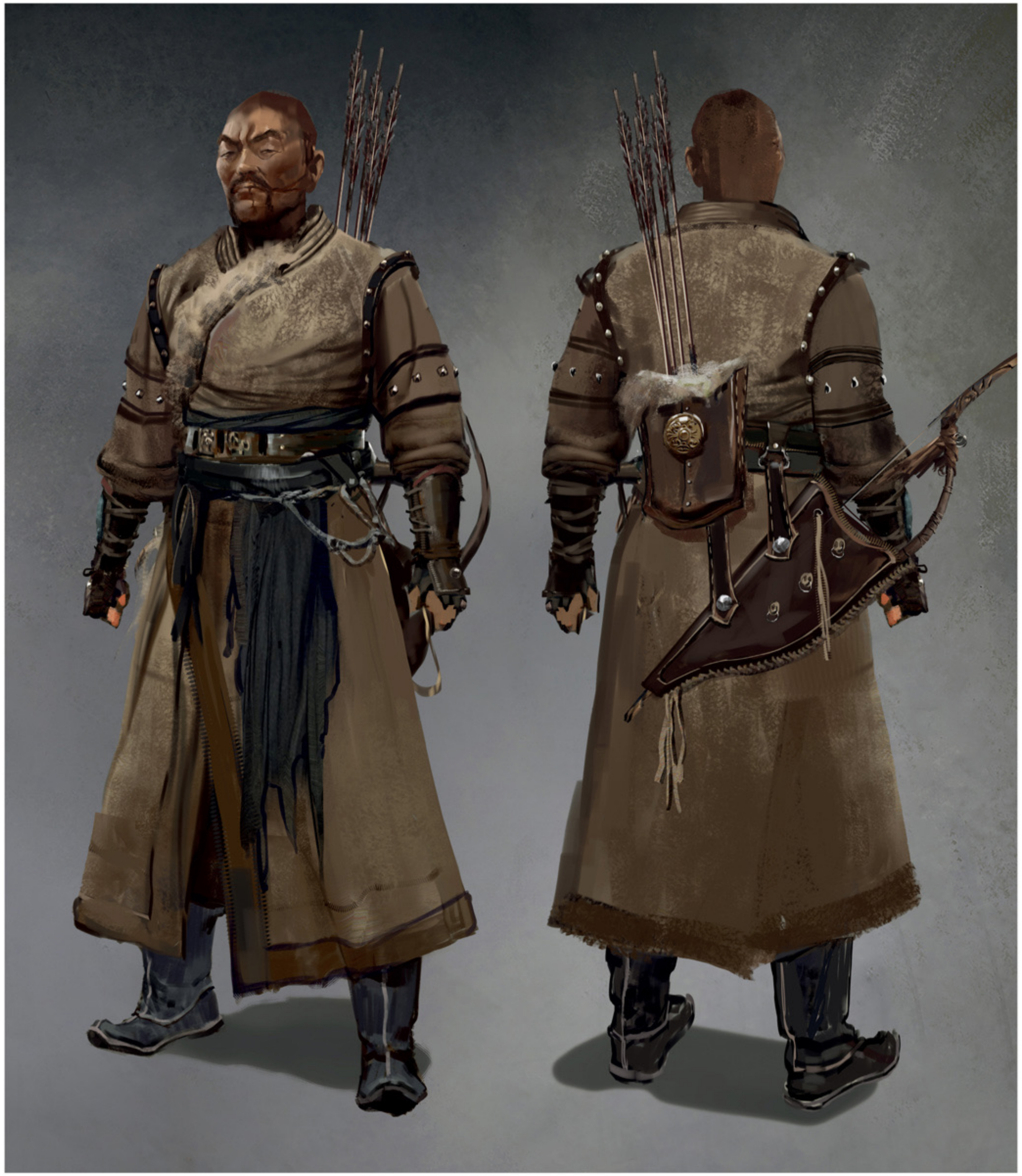
The image on the left is a warlord who collects ears and swords as trophies from the samurai he strikes down. On the right, we see a grenadier who is obsessed with fire. His face is covered in soot, as though he's used to being surrounded by ash and gunpowder. He stares at the flame, enamored with it.



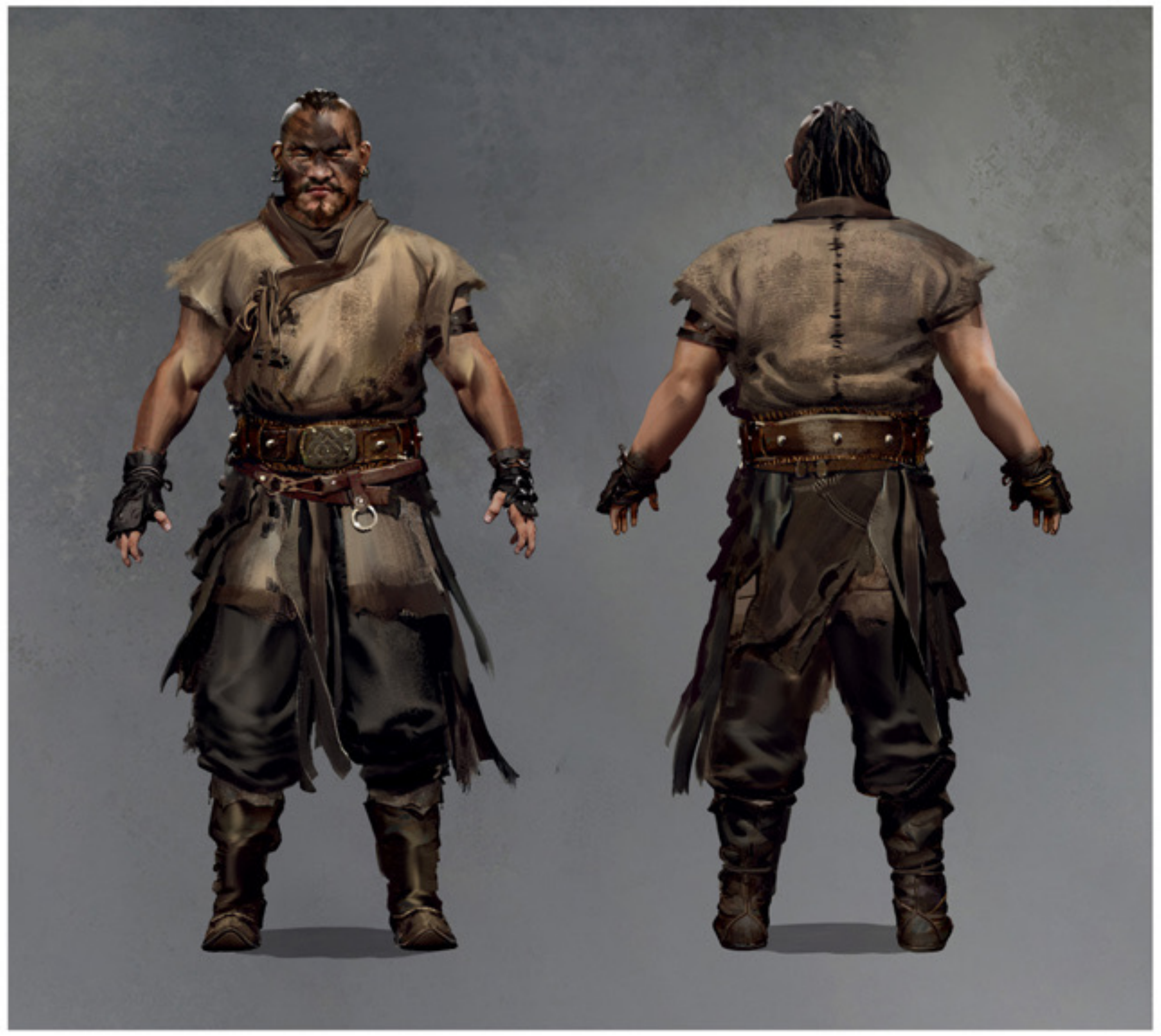
KHOTUN KHAN

Khotun Khan is the leader of the Mongol forces, a cunning, brutal, and relentless warlord who will kill as many people as he needs to in order to conquer Japan. He is as smart as he is ruthless, a skilled opponent in combat who is willing to employ any tactics necessary, including those that the traditional samurai of Tsushima consider dishonorable.

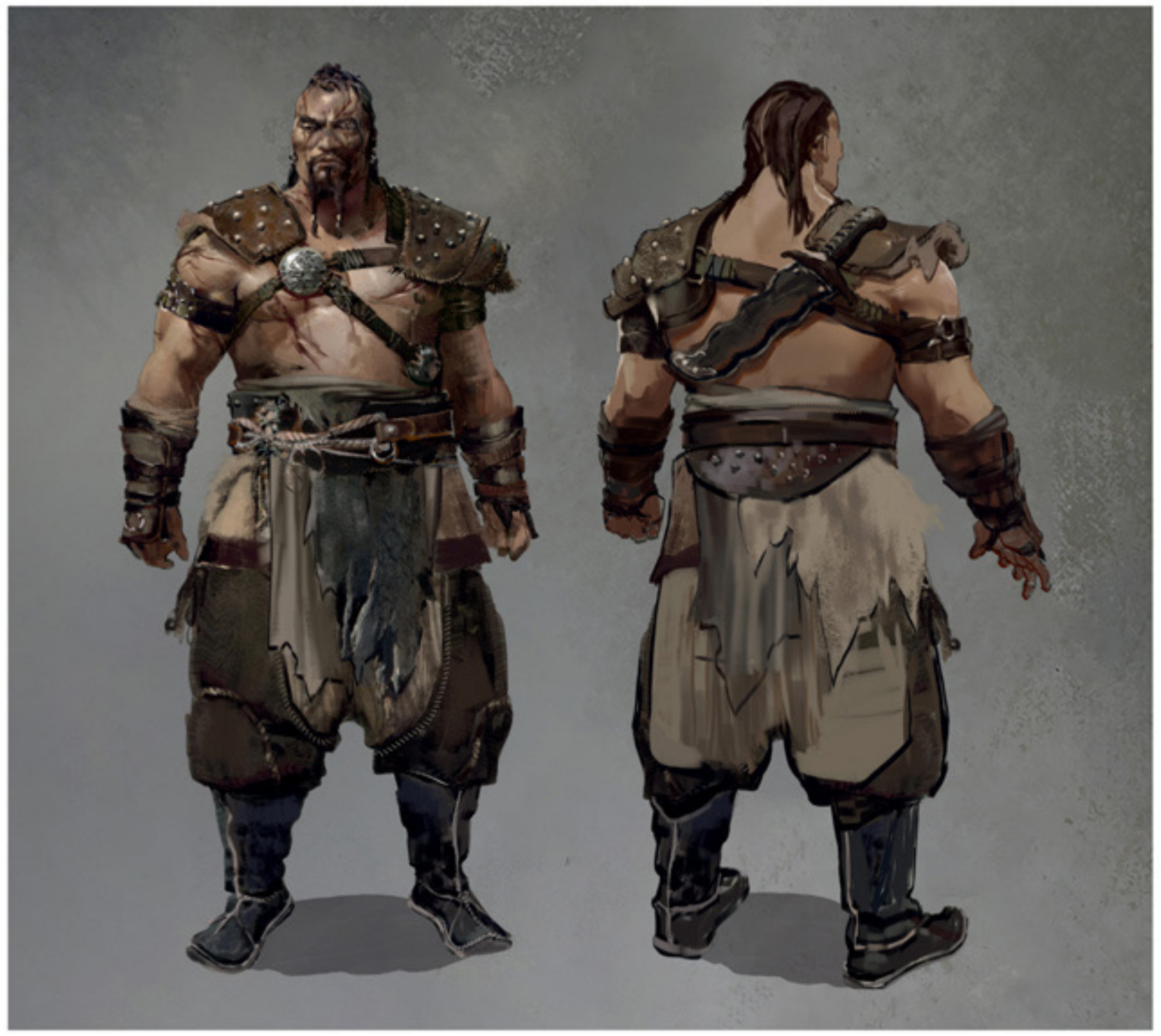
Khotun is the cousin of the famous Mongol leader Kublai Khan and the grandson of the legendary Genghis Khan. He strives to establish his place in history and continue his family's legacy.



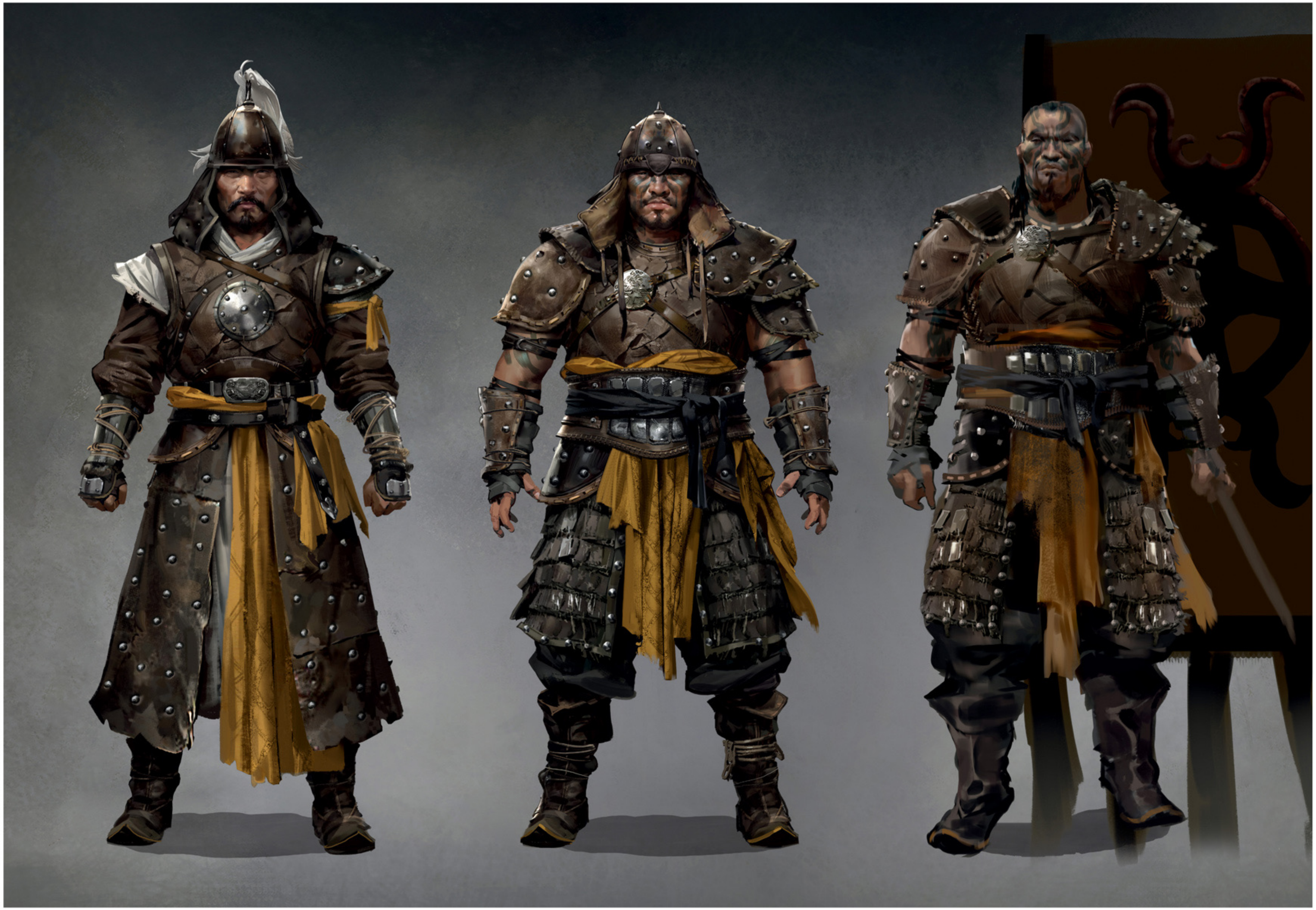
Tribe One Archer



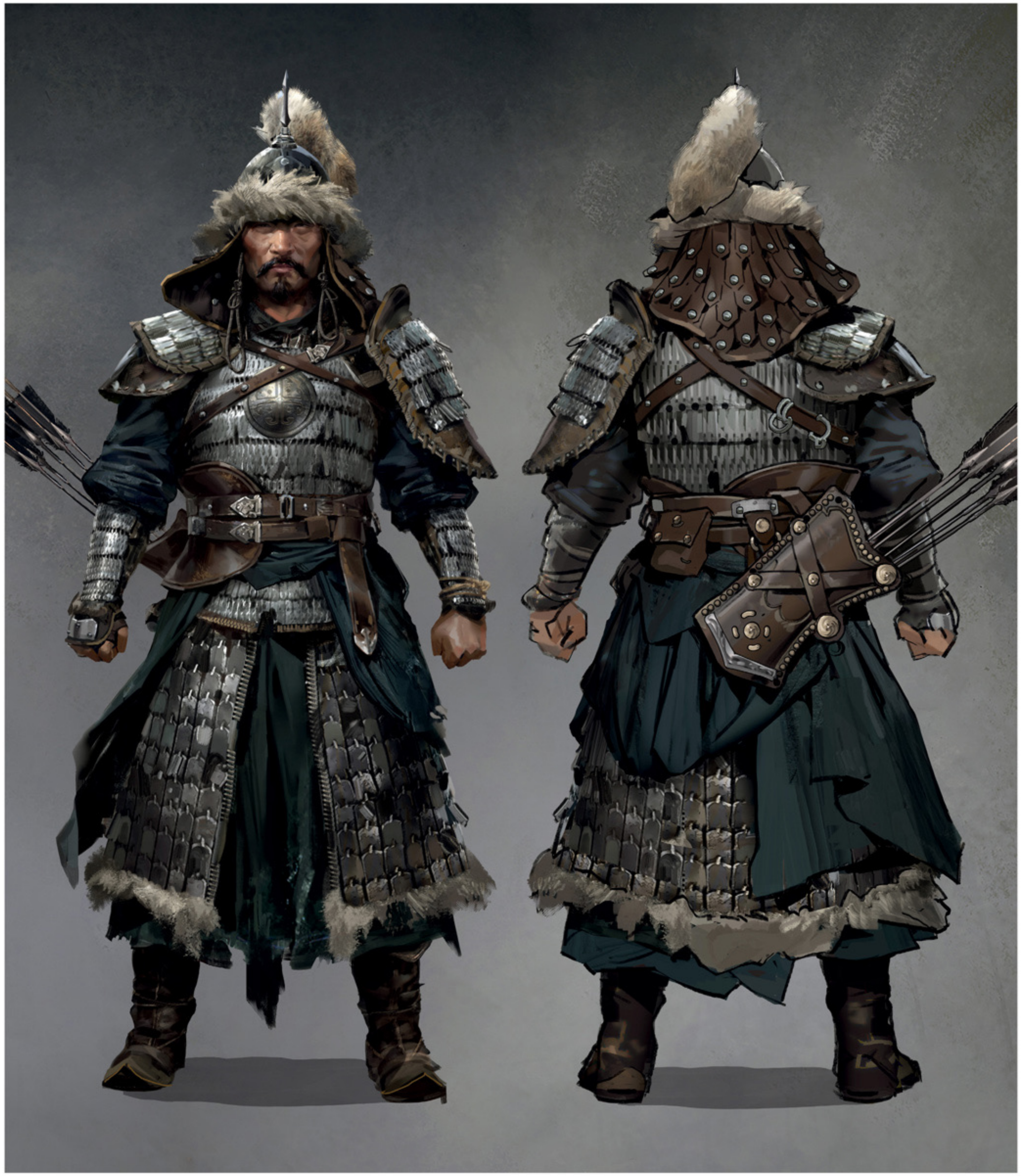
Tribe One Warrior



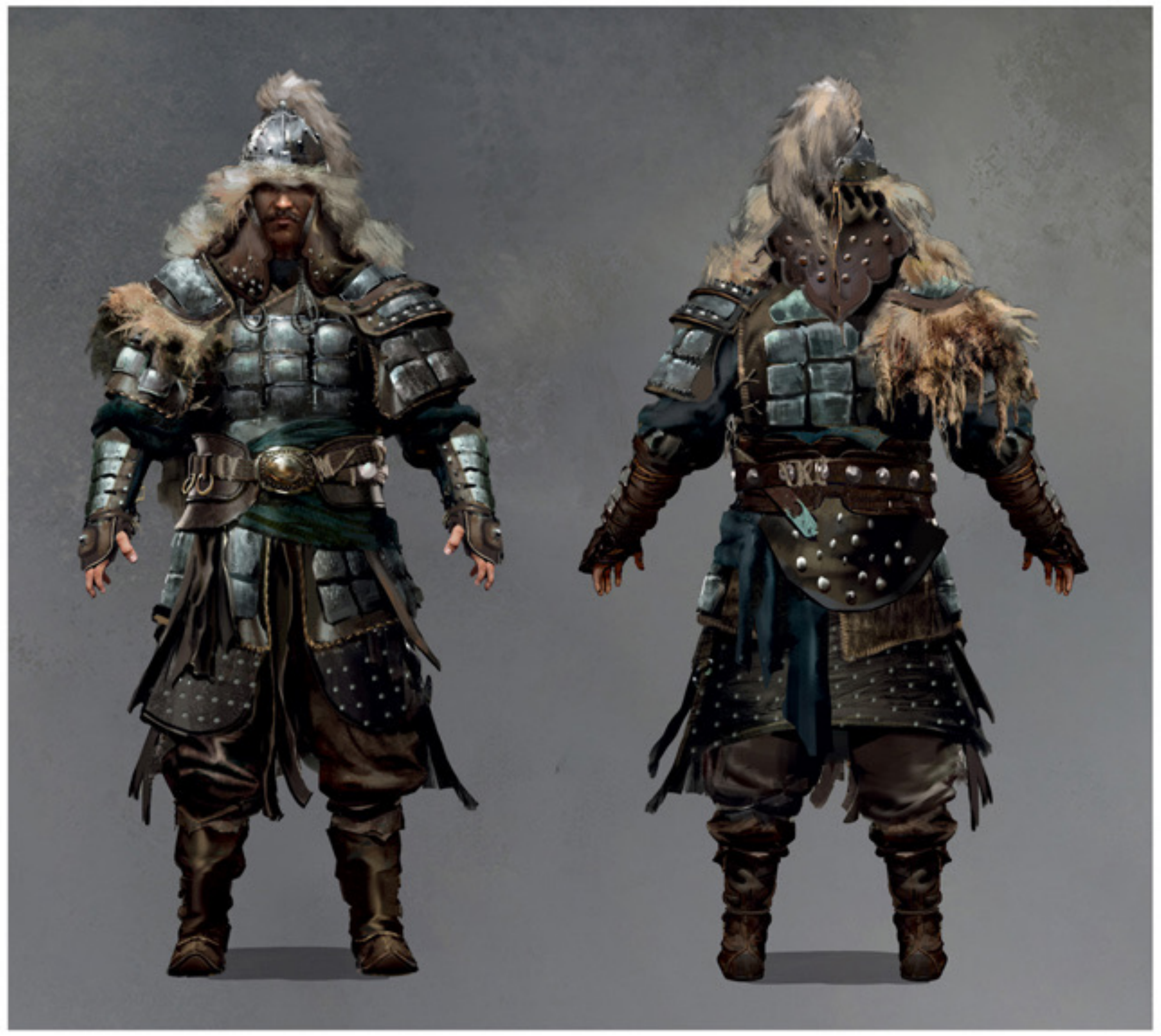
Tribe One Heavy Warrior



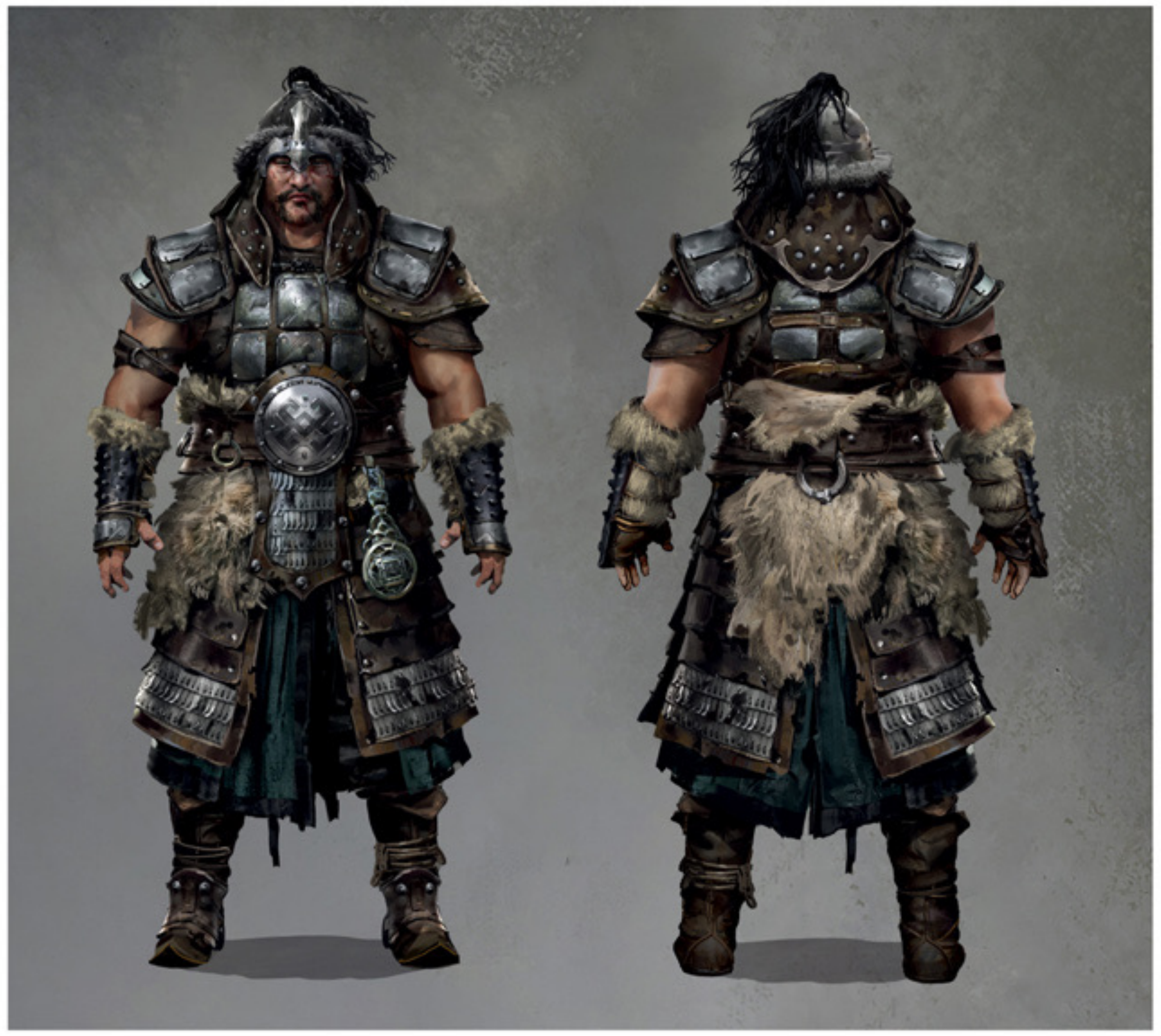
Tribe Two Archer, Heavy Warrior, and Brute



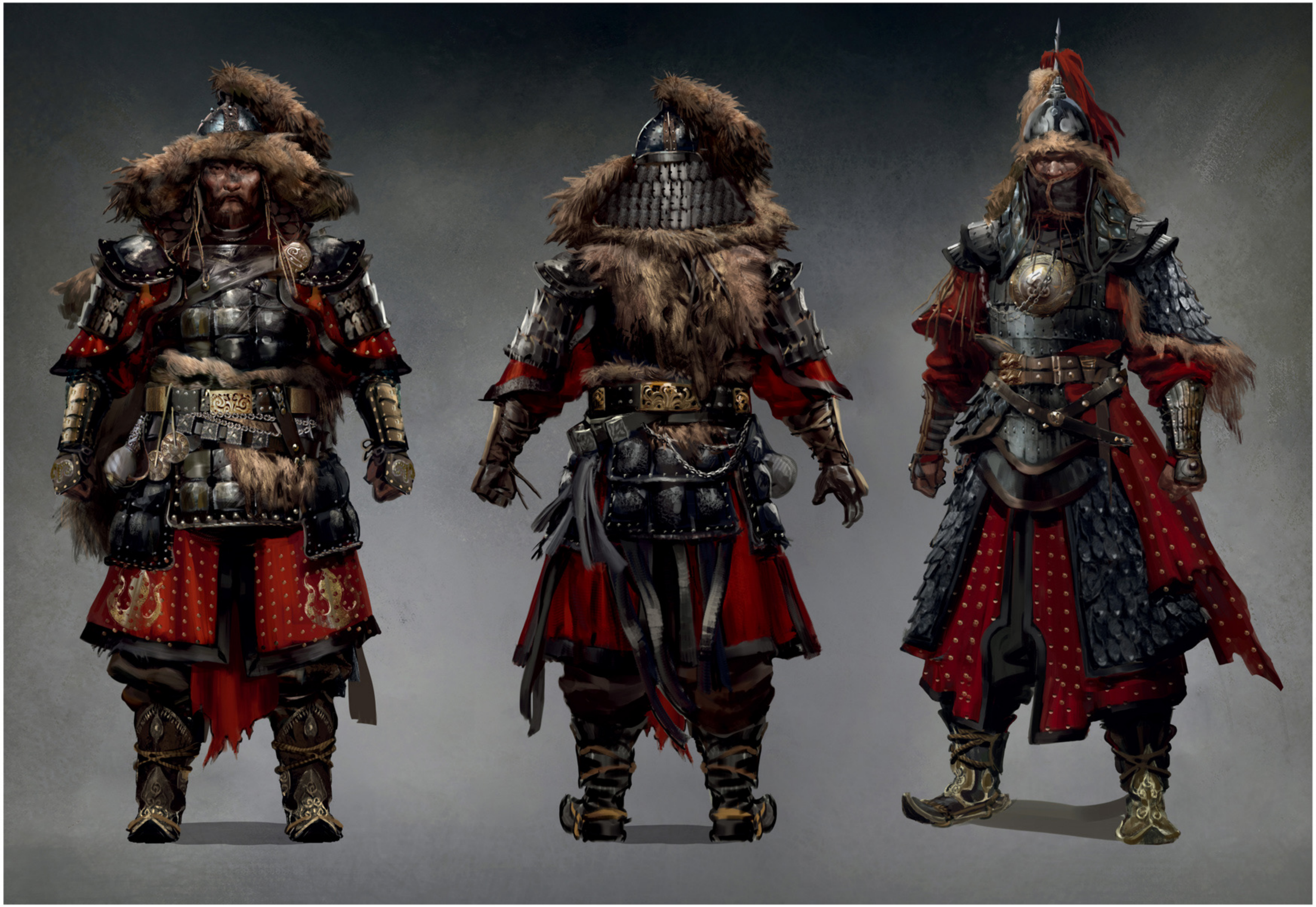
Tribe Three Archer



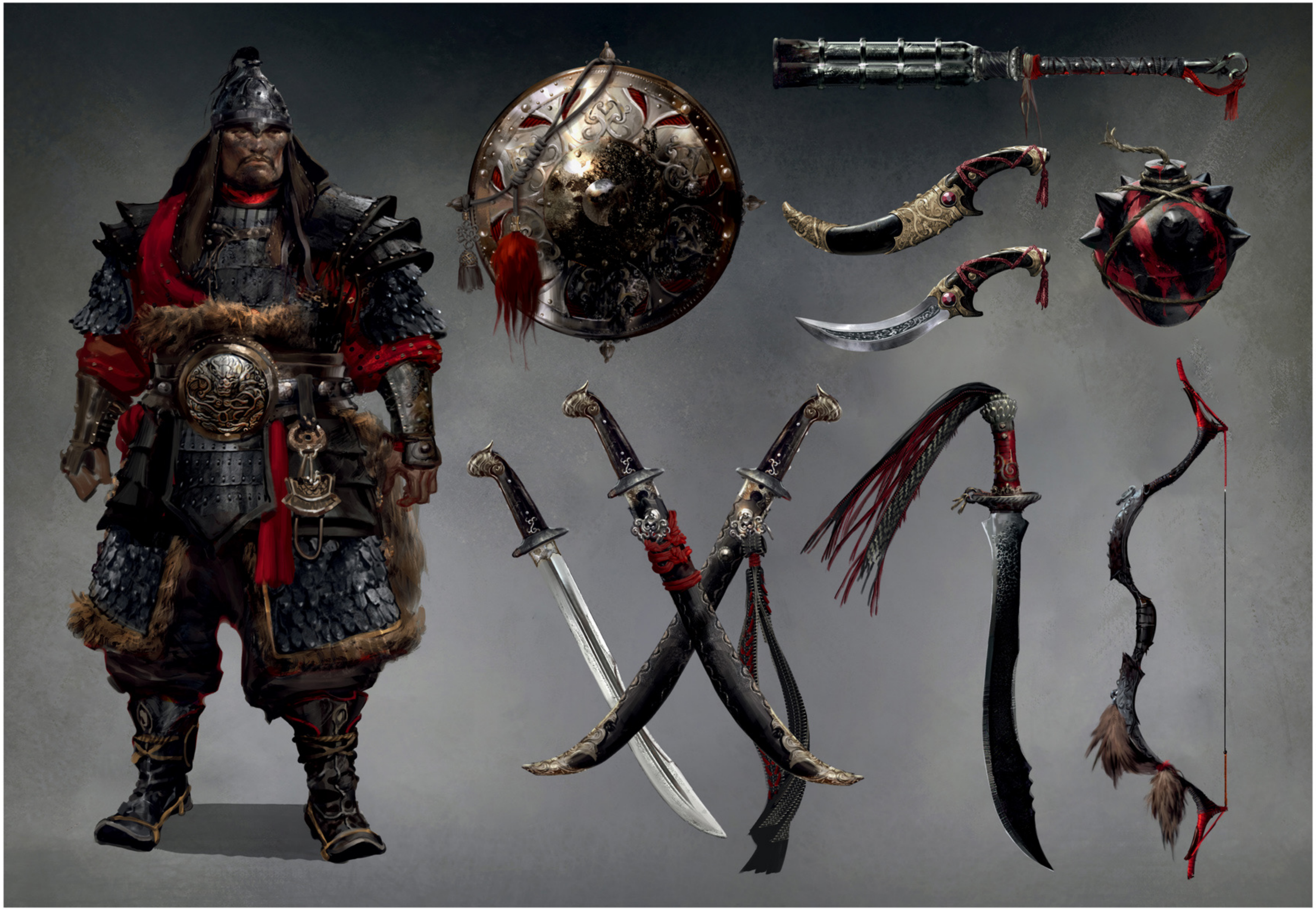
Tribe Three Warrior



Tribe Three Heavy Warrior



Tribe Four Warrior and Archer

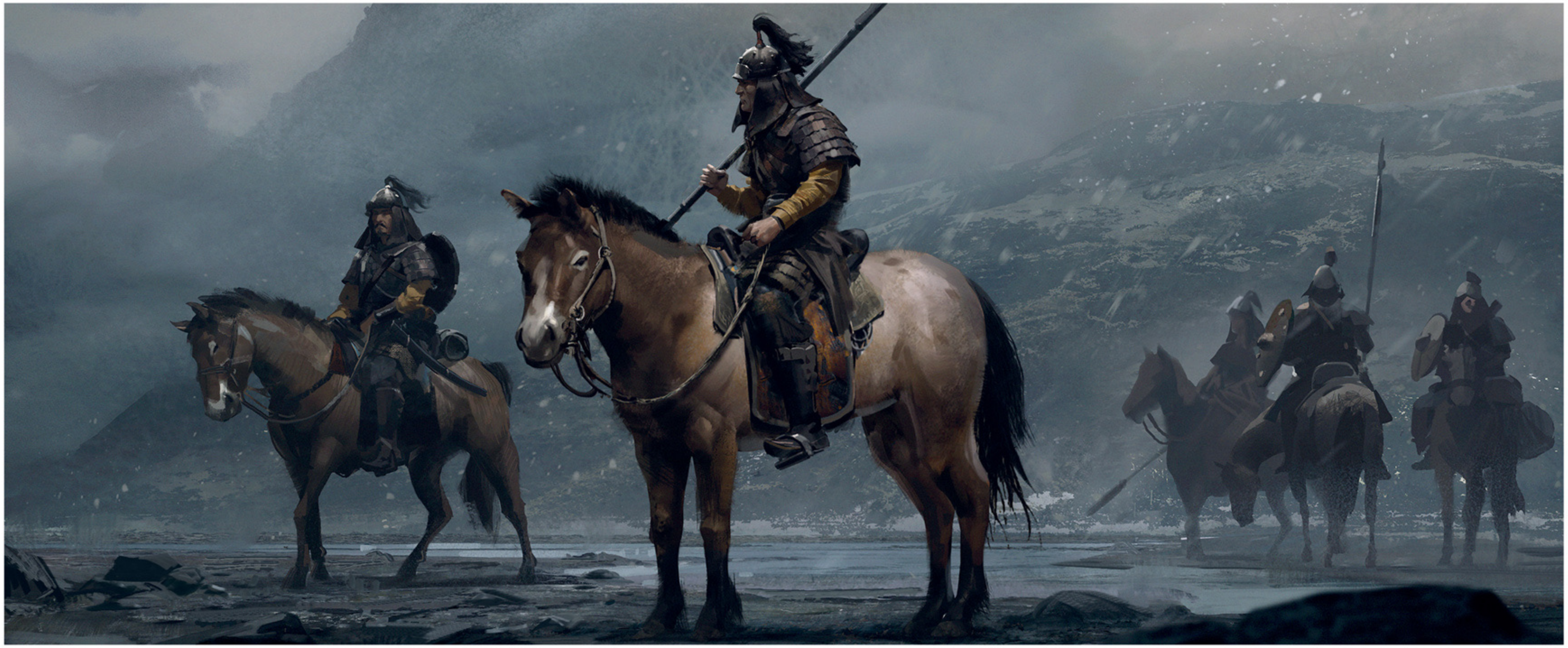


Tribe Four Heavy Warrior

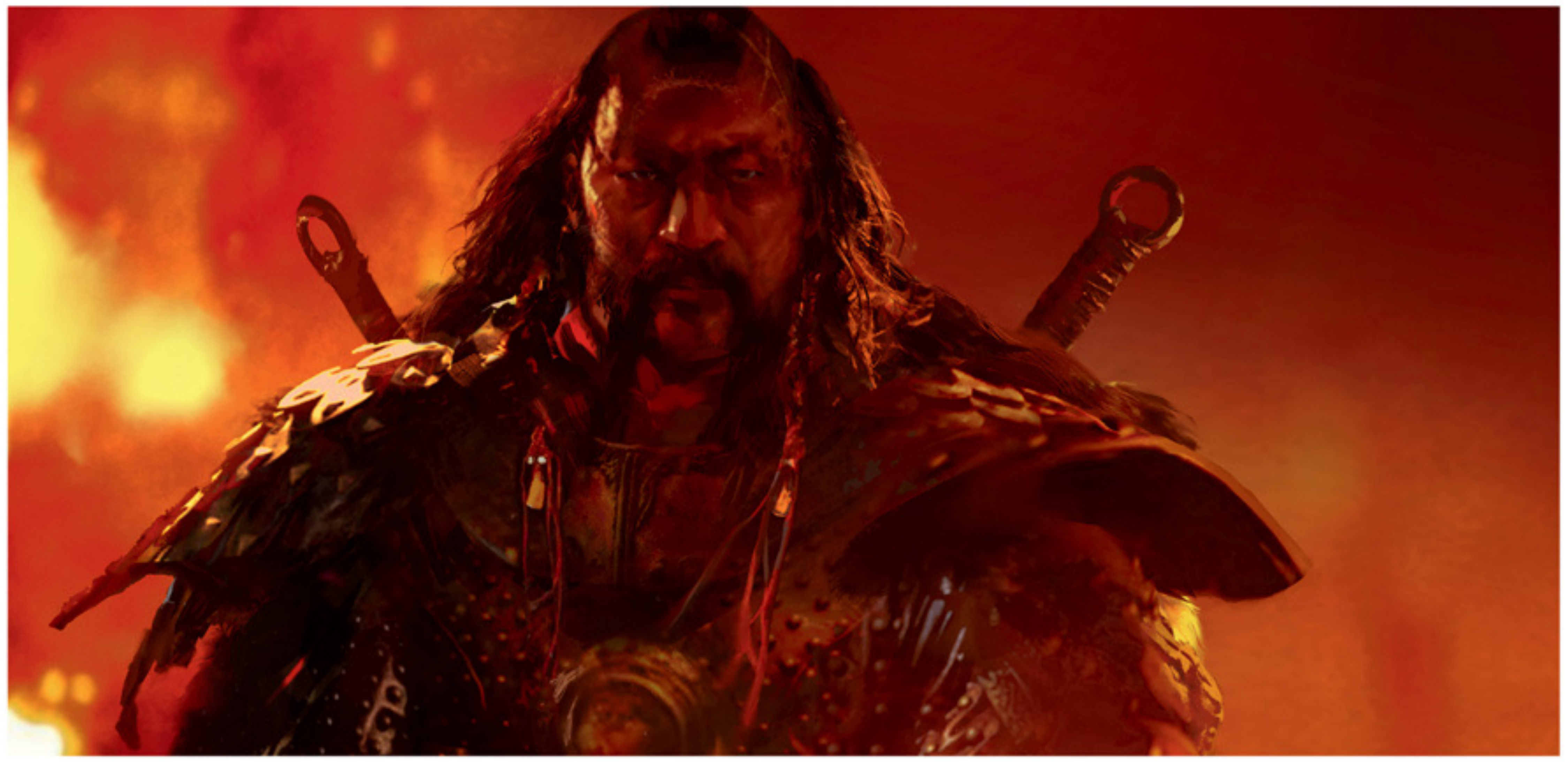
Tribe Five Archer and Brute

Tribe Five Warrior

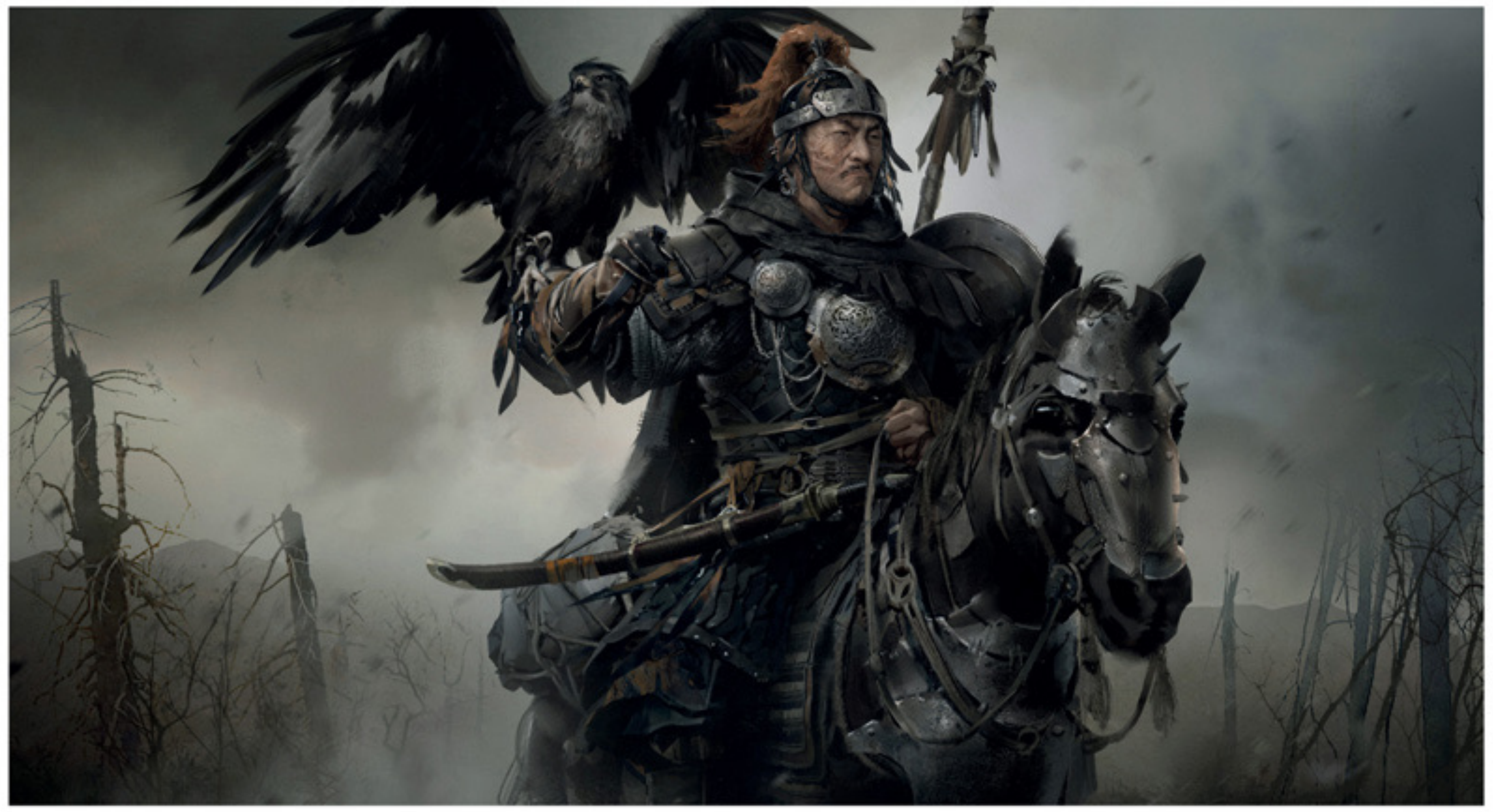
Mongol Army



Mounted Mongol Warriors



Mongol Khan



Falconer

世界

CHAPTER 2

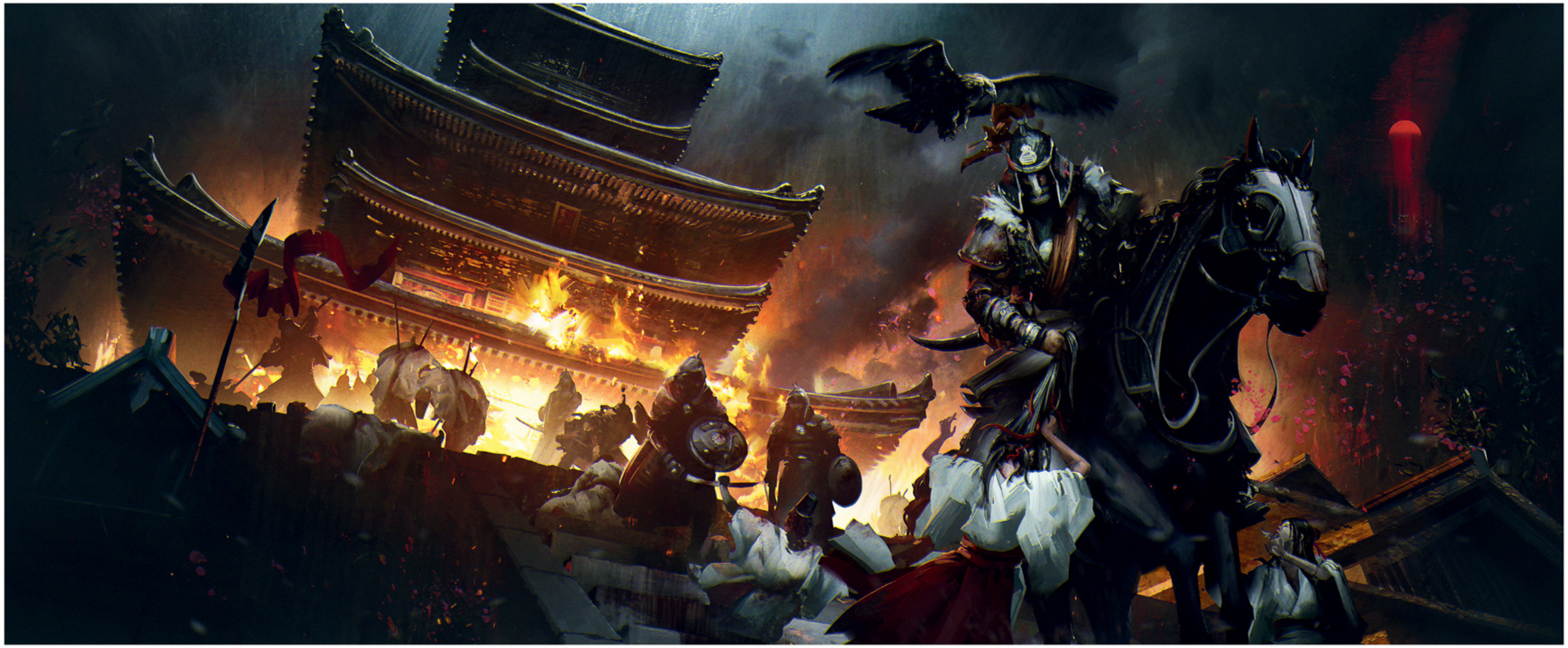
WORLD

MONGOL INVASION

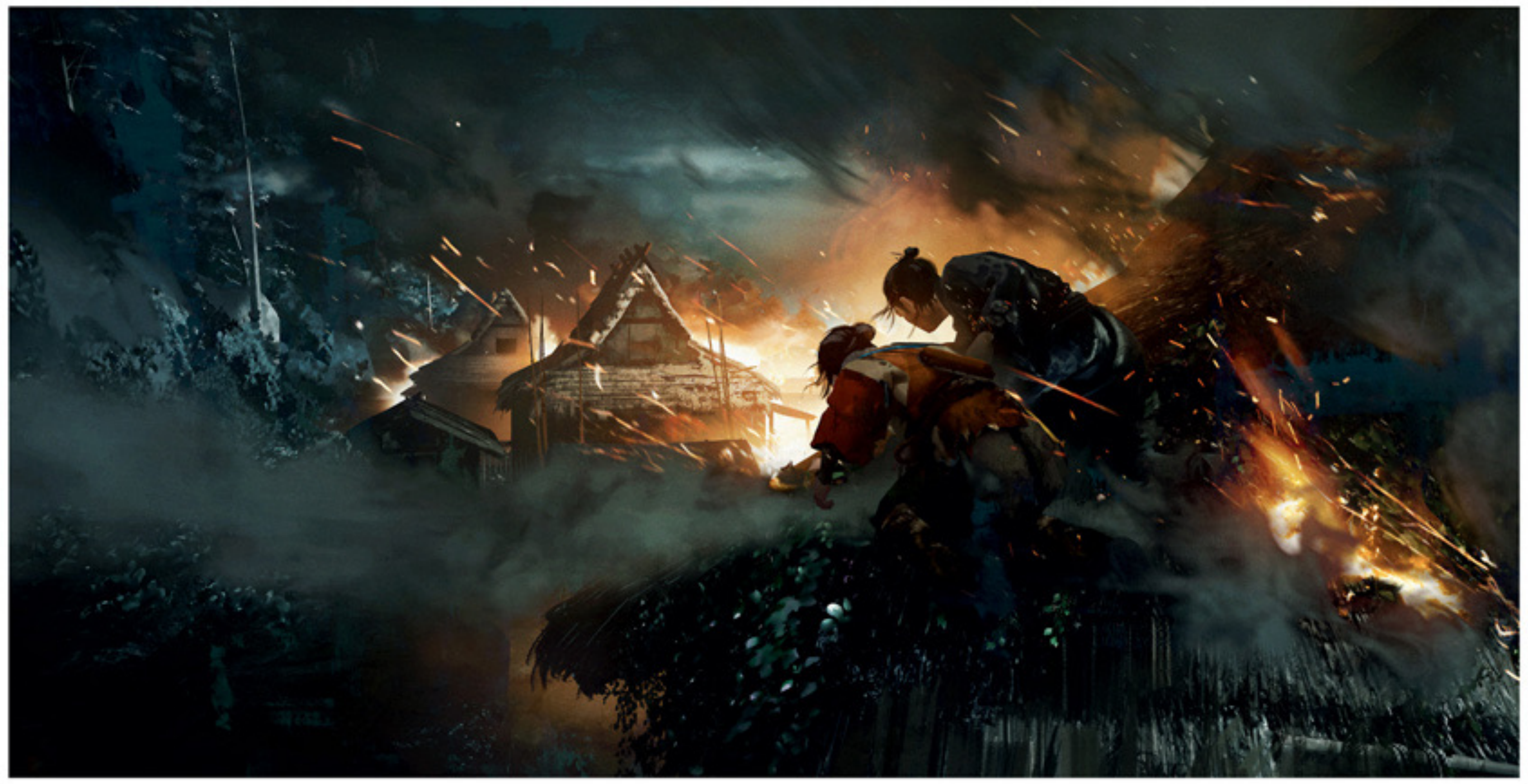
The Mongol forces begin their invasion of Japan with a battle on Komoda Beach in Tsushima. They are met by Tsushima's powerful army of samurai warriors, but the samurai eventually fall, overwhelmed by the brutal strength and explosive weaponry of the Mongols under the leadership of Khotun Khan.

As the battle ends, hundreds of bodies litter the beach. Samurai lie dead in the sand, cut down and filled with arrows. But amid this scene of carnage, one samurai survives to fight back . . .

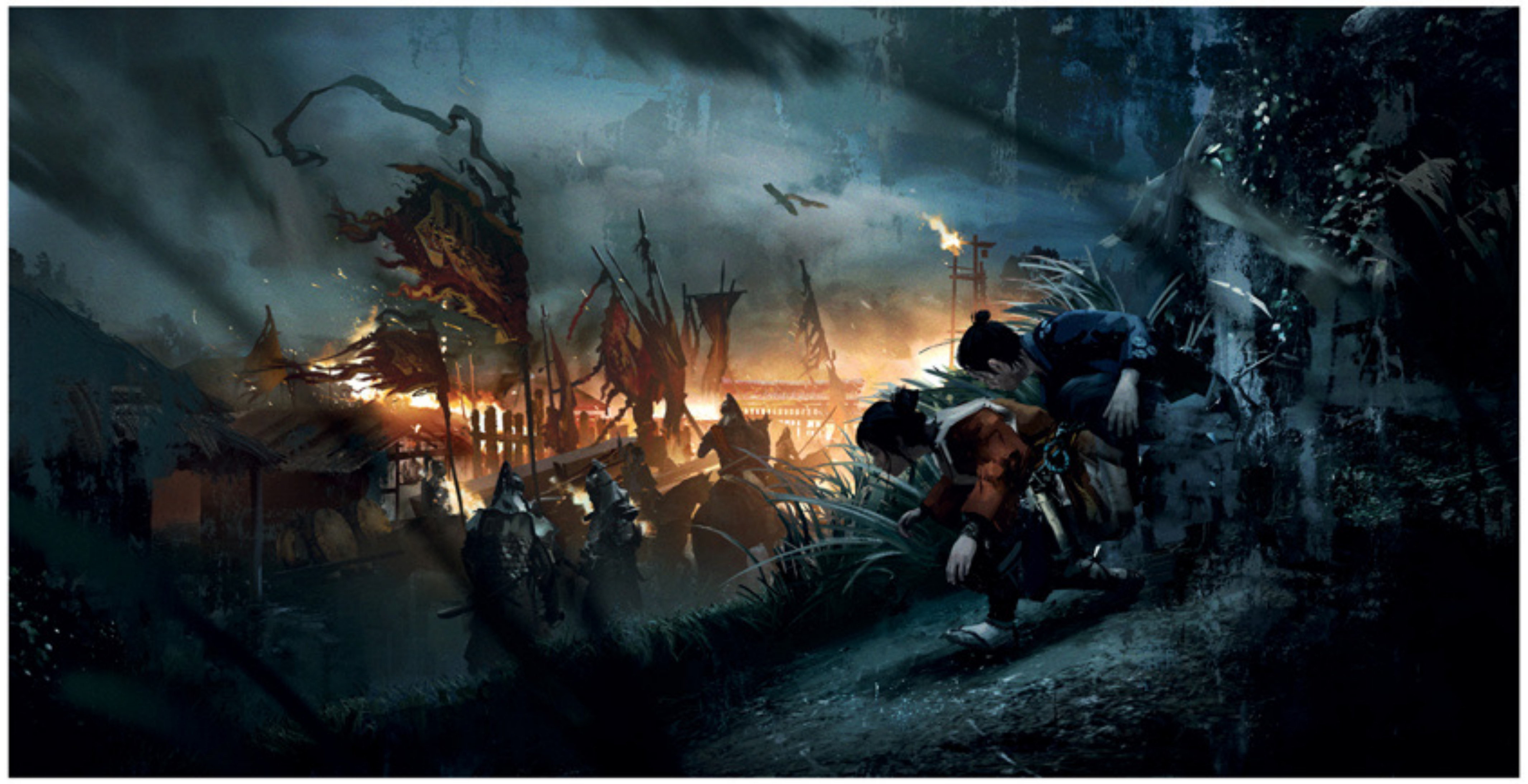
Battlefield



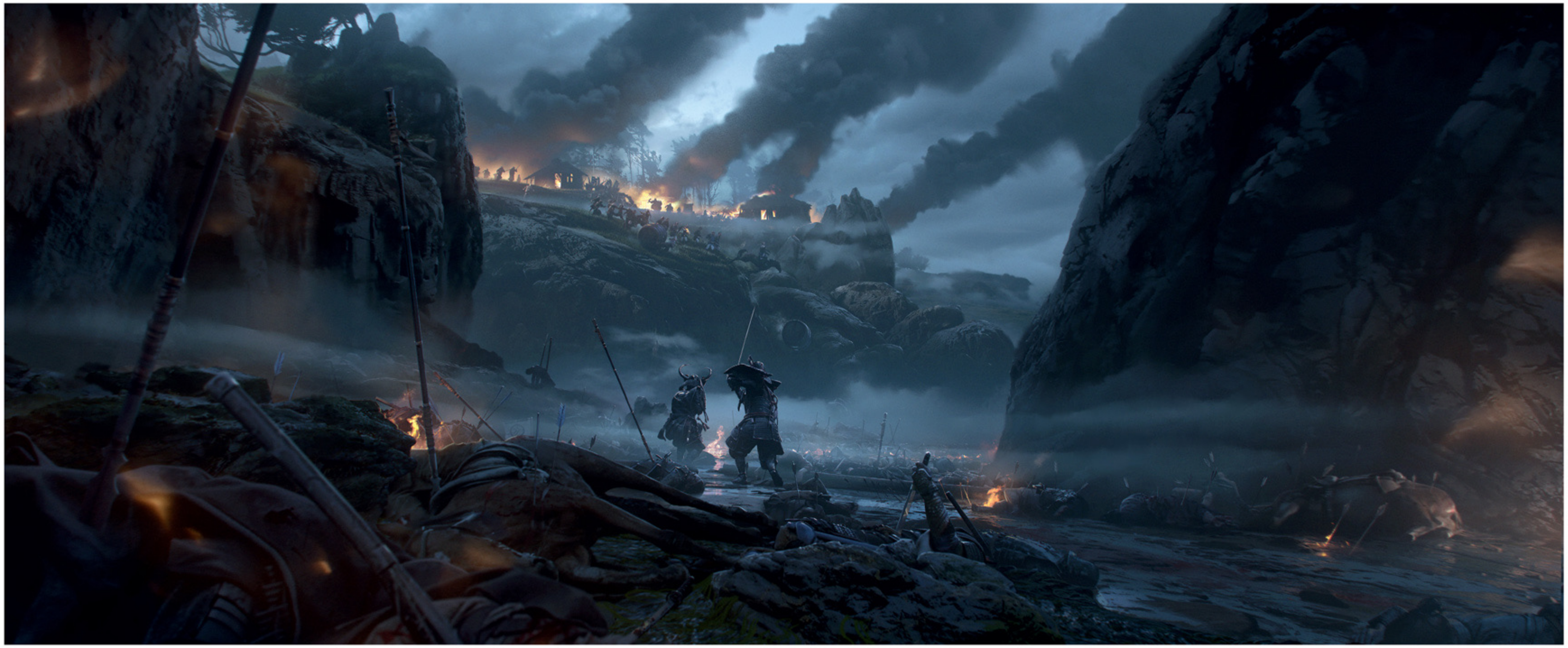
Firelit Pagoda



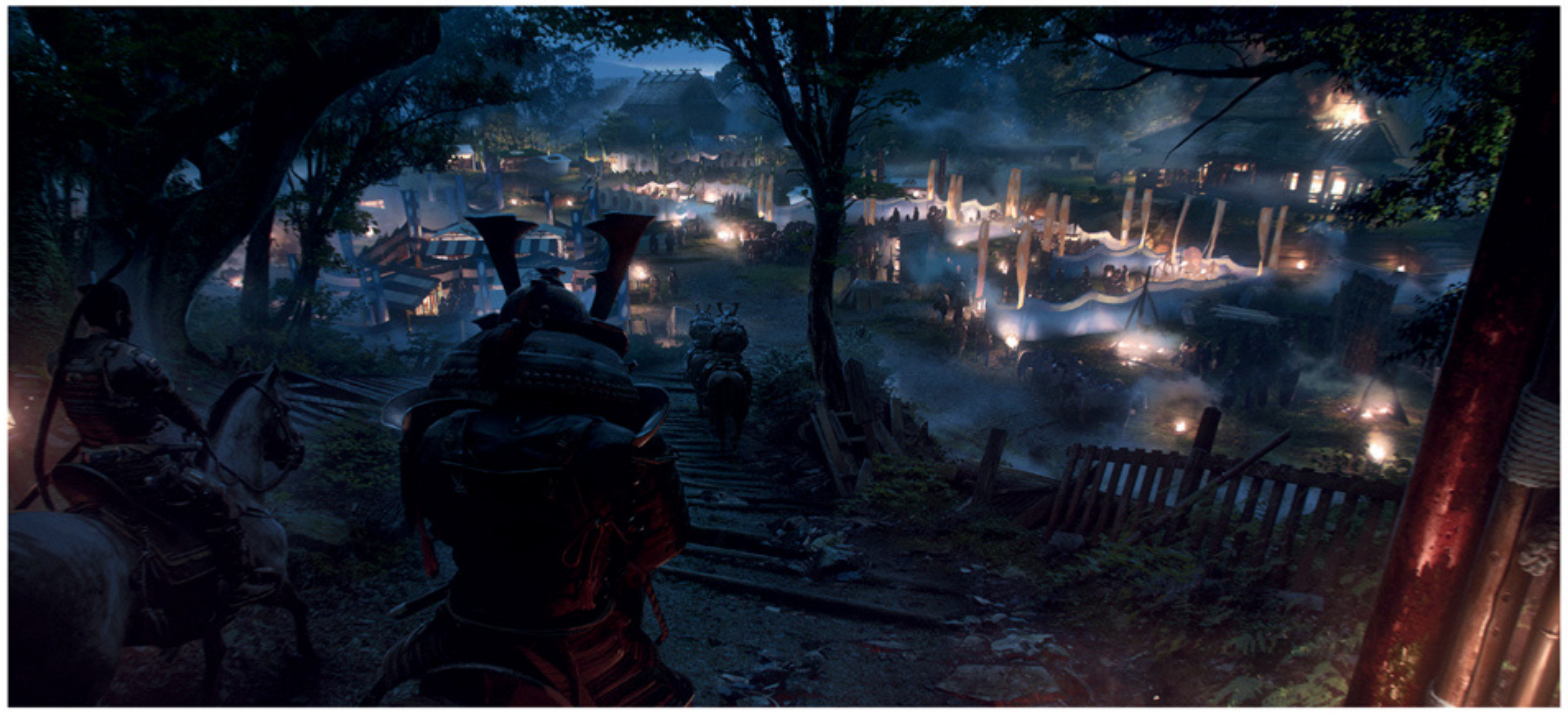
Rooftop Escape



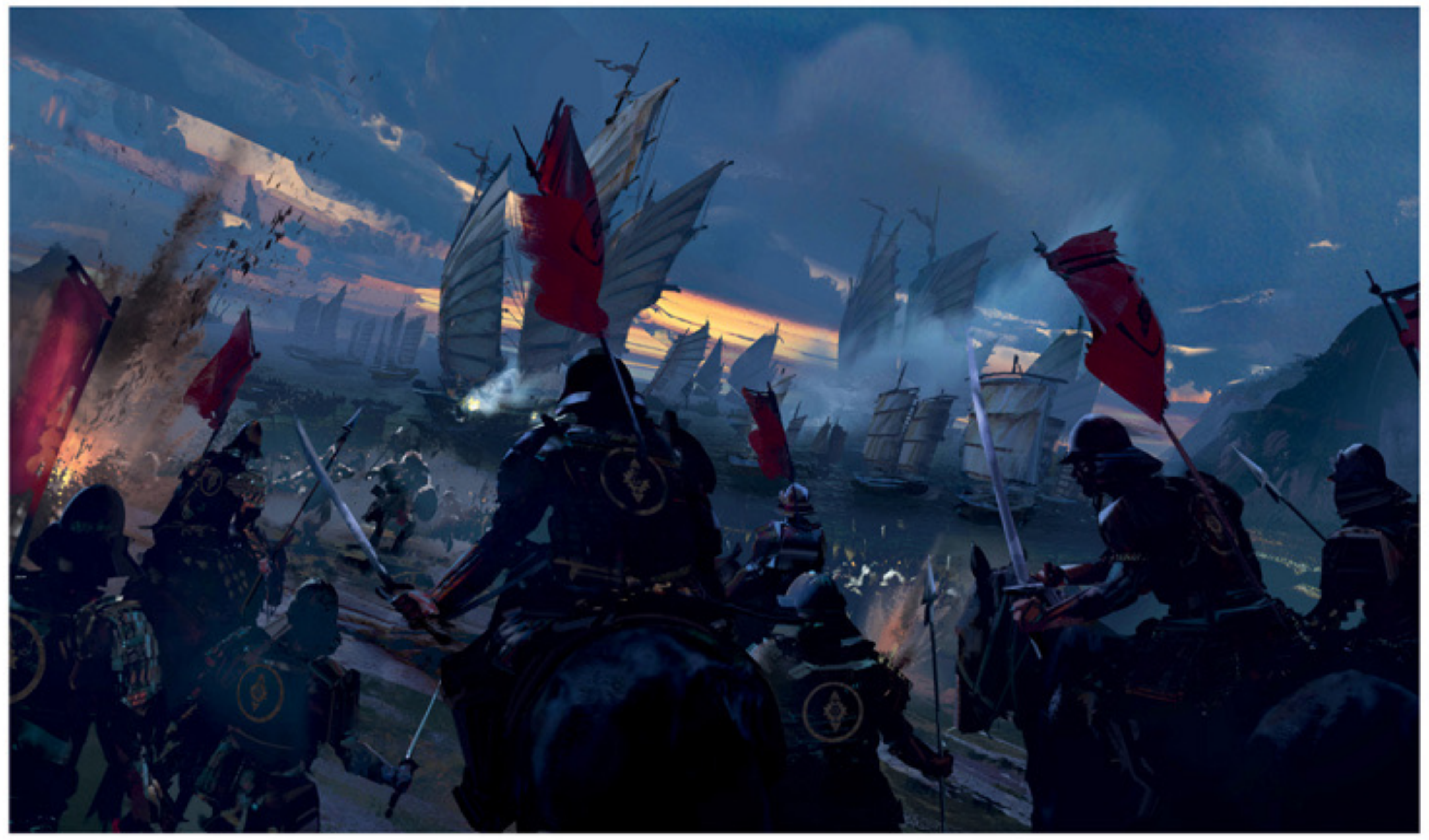
Army Reveal



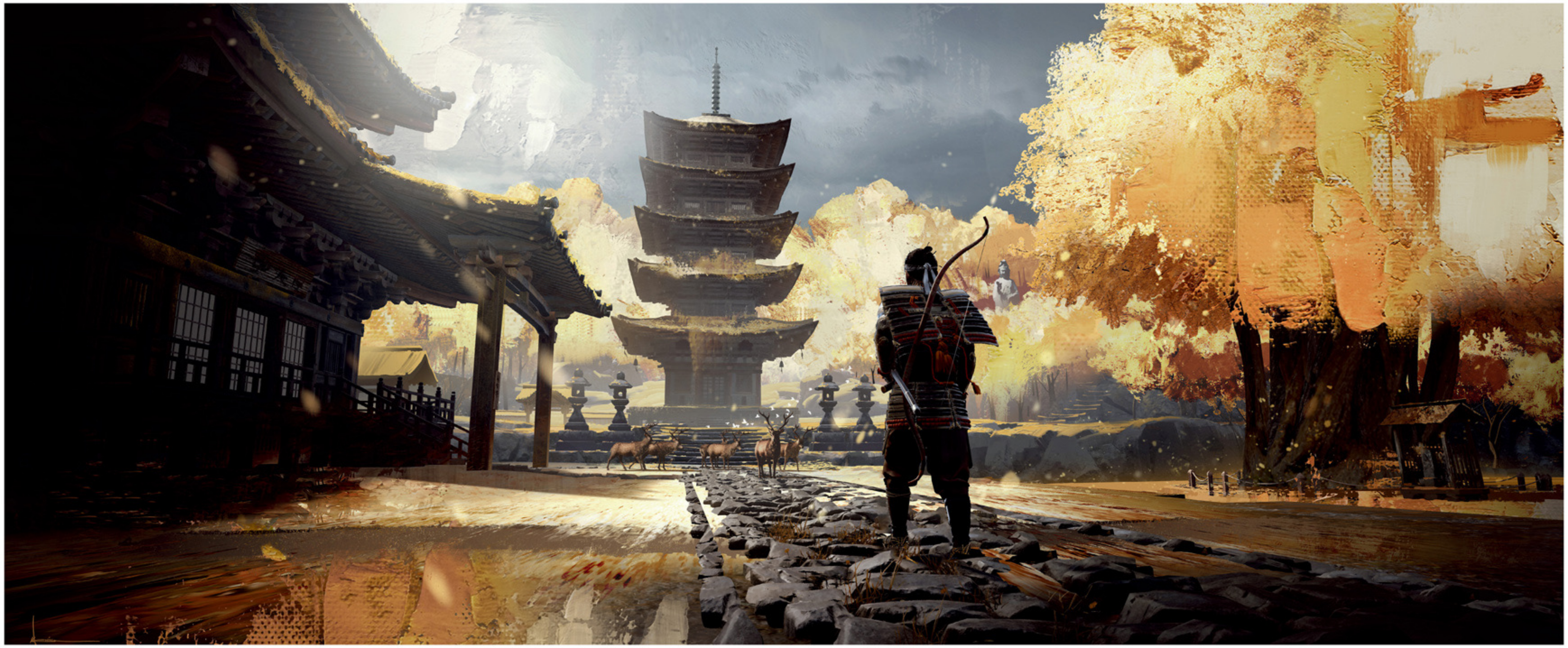
Trailer Concept

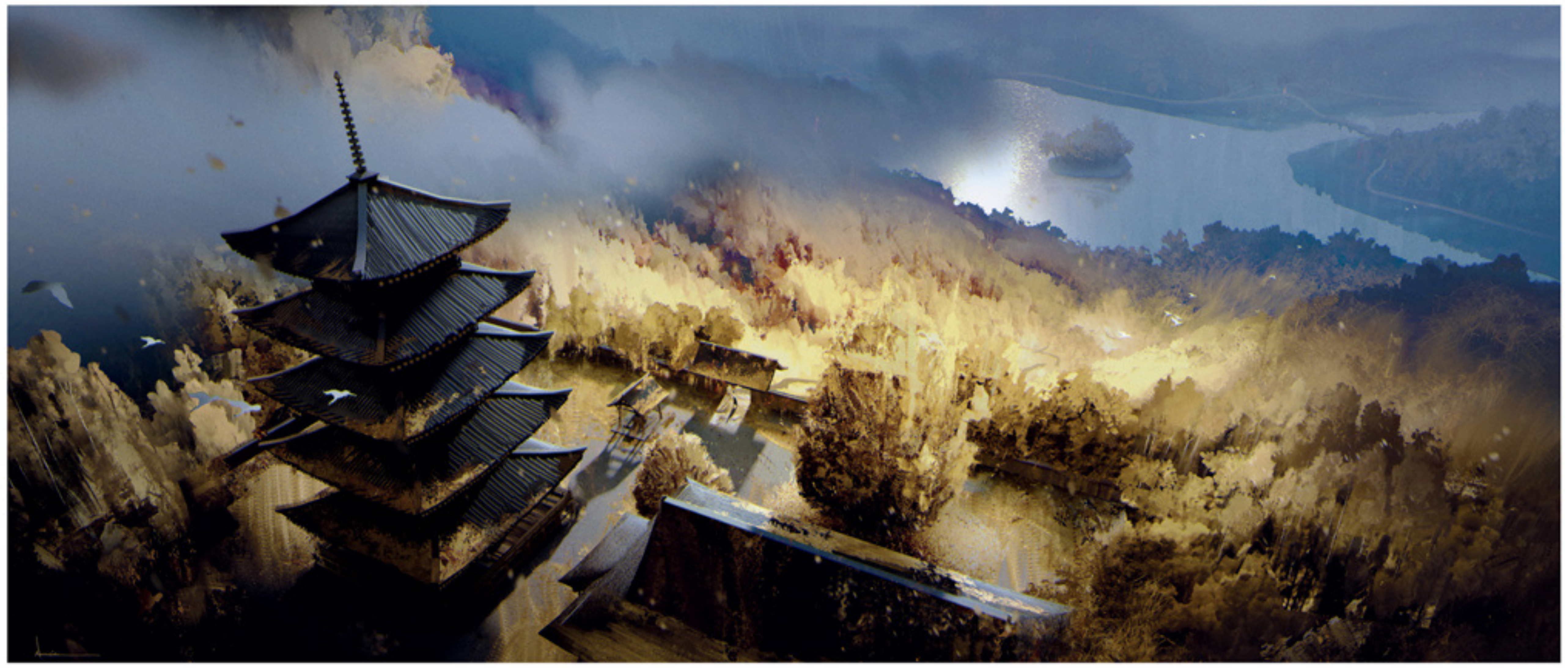


Komoda Reveal



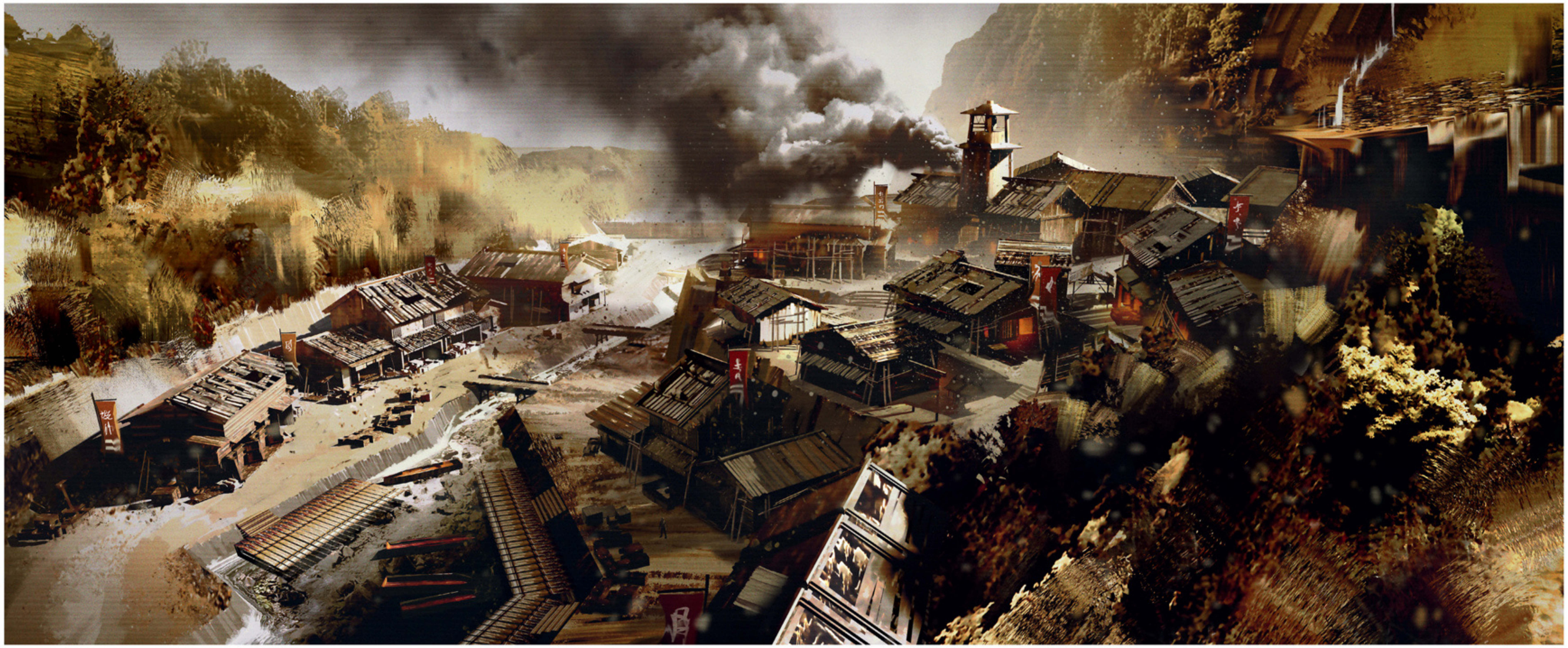
Mongol Invasion



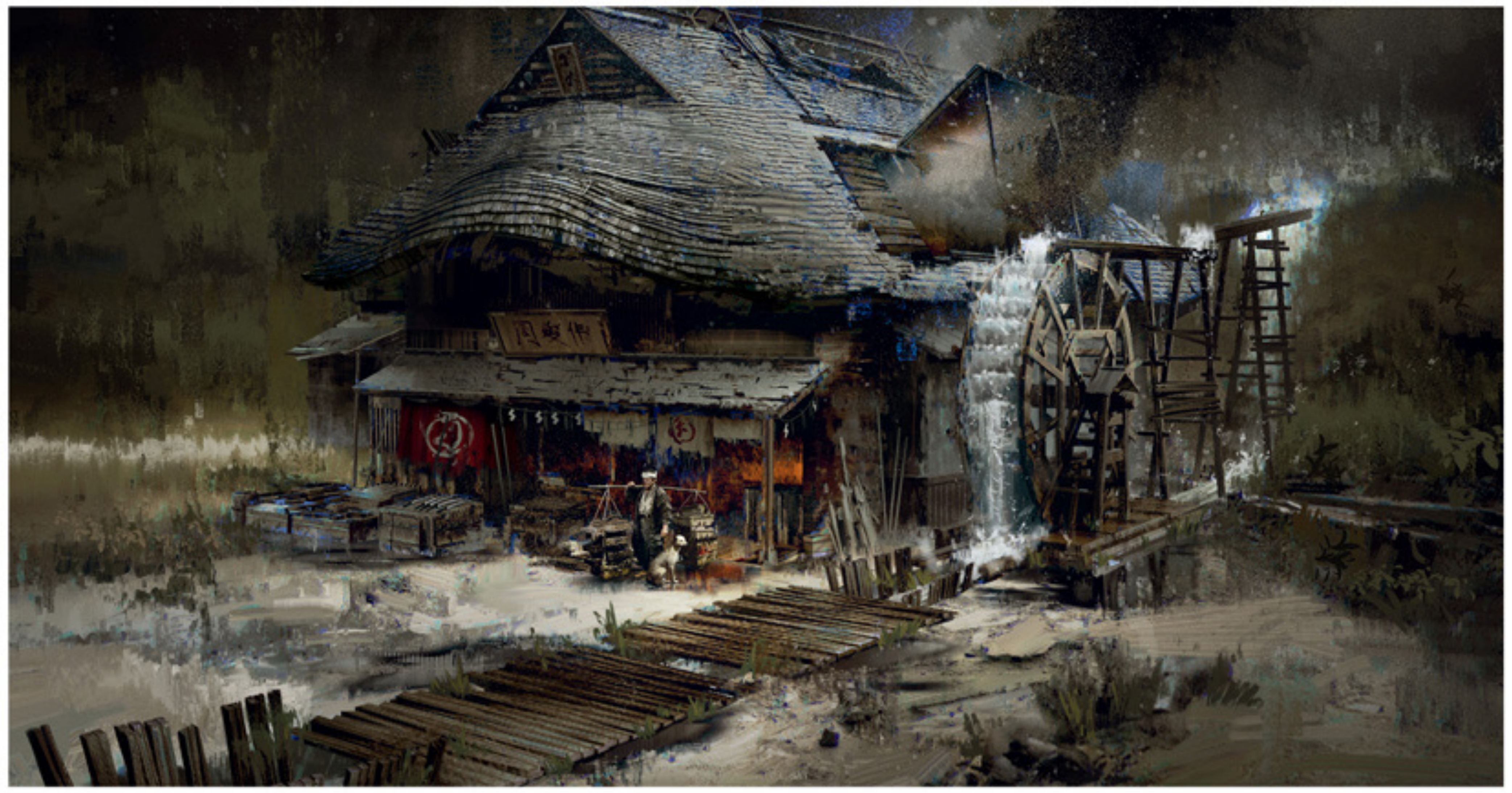


ARIAKE TEMPLE

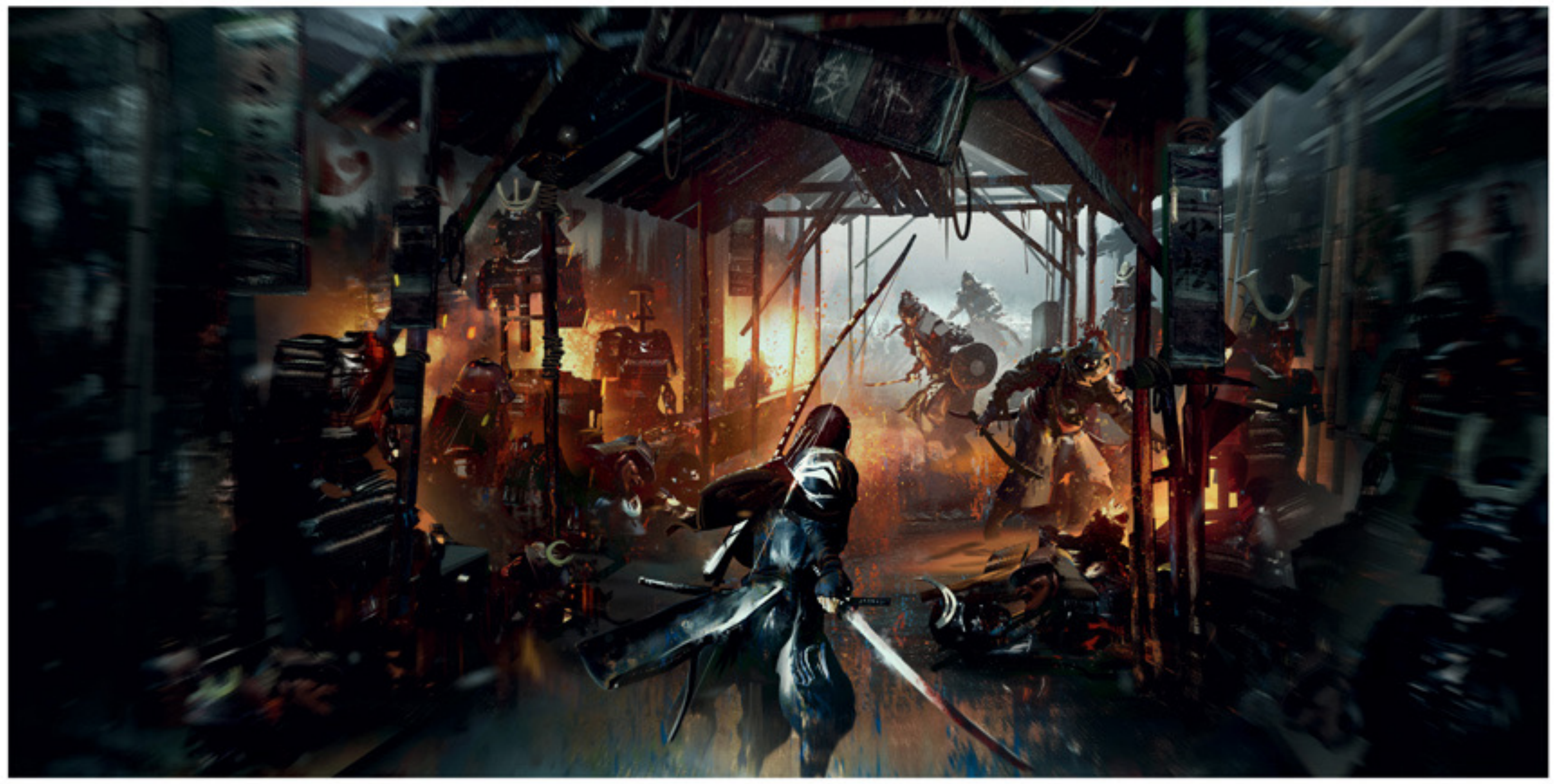
Nicknamed the Golden Temple due to the lush yellow trees that surround it, the temple in Ariake serves as a sanctuary for the people of Tsushima who have been displaced by the Mongol invasion. Survivors gather there to pray, mourn, and obtain supplies. It's also home to vendors who repair the armor and weapons of any warriors brave enough to fight back.



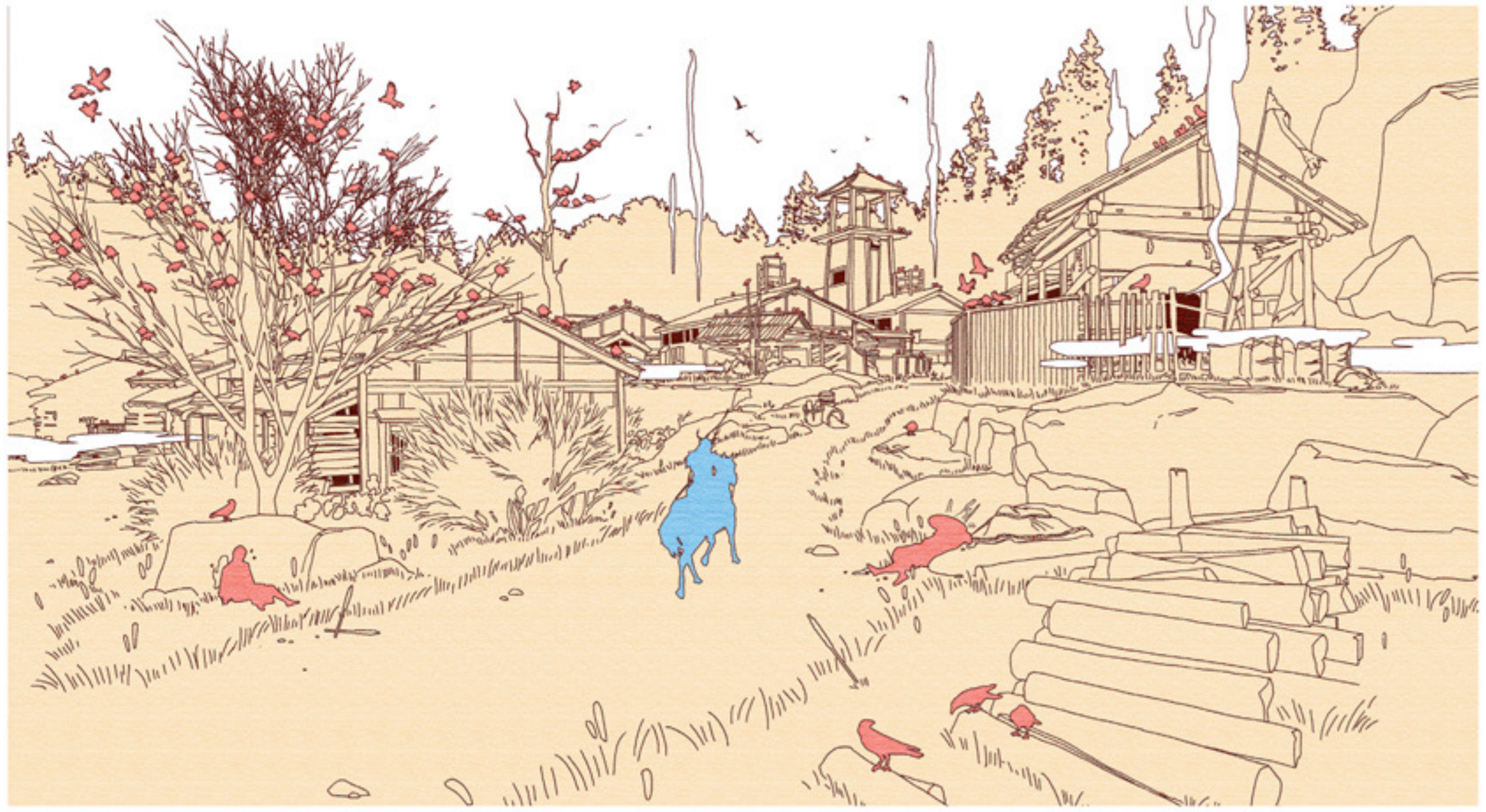
Komatsu Aerial View

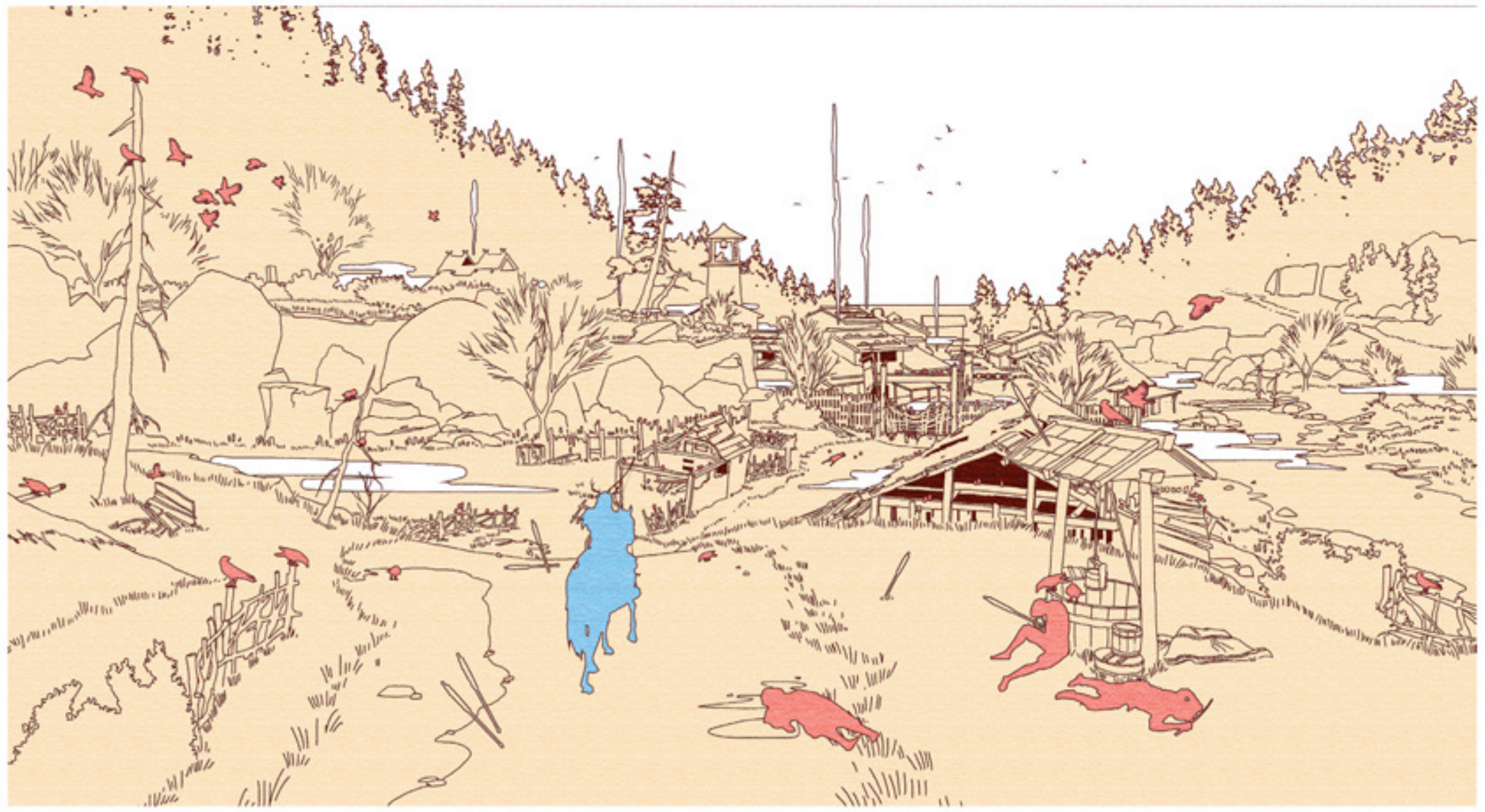


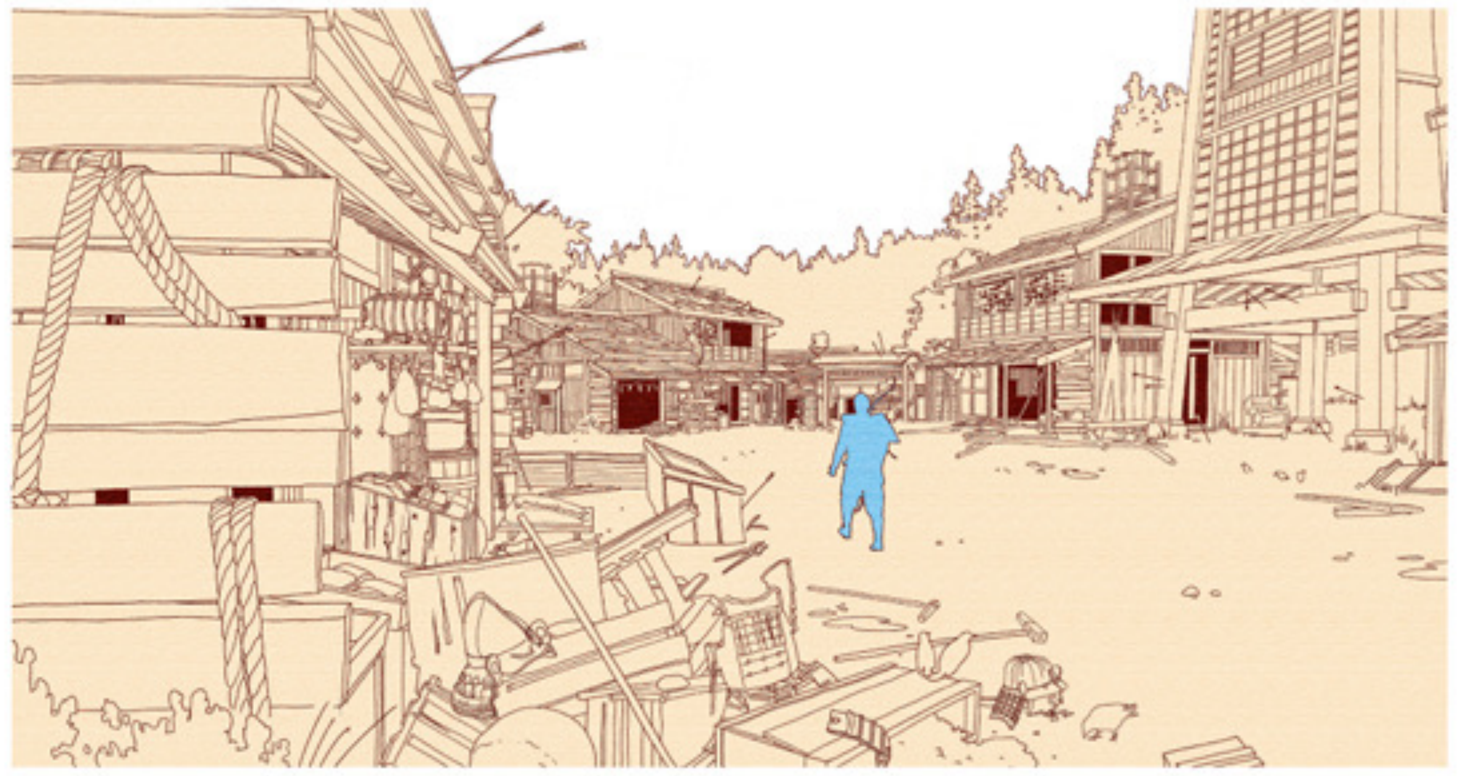
Komatsu Mastersmith Shop

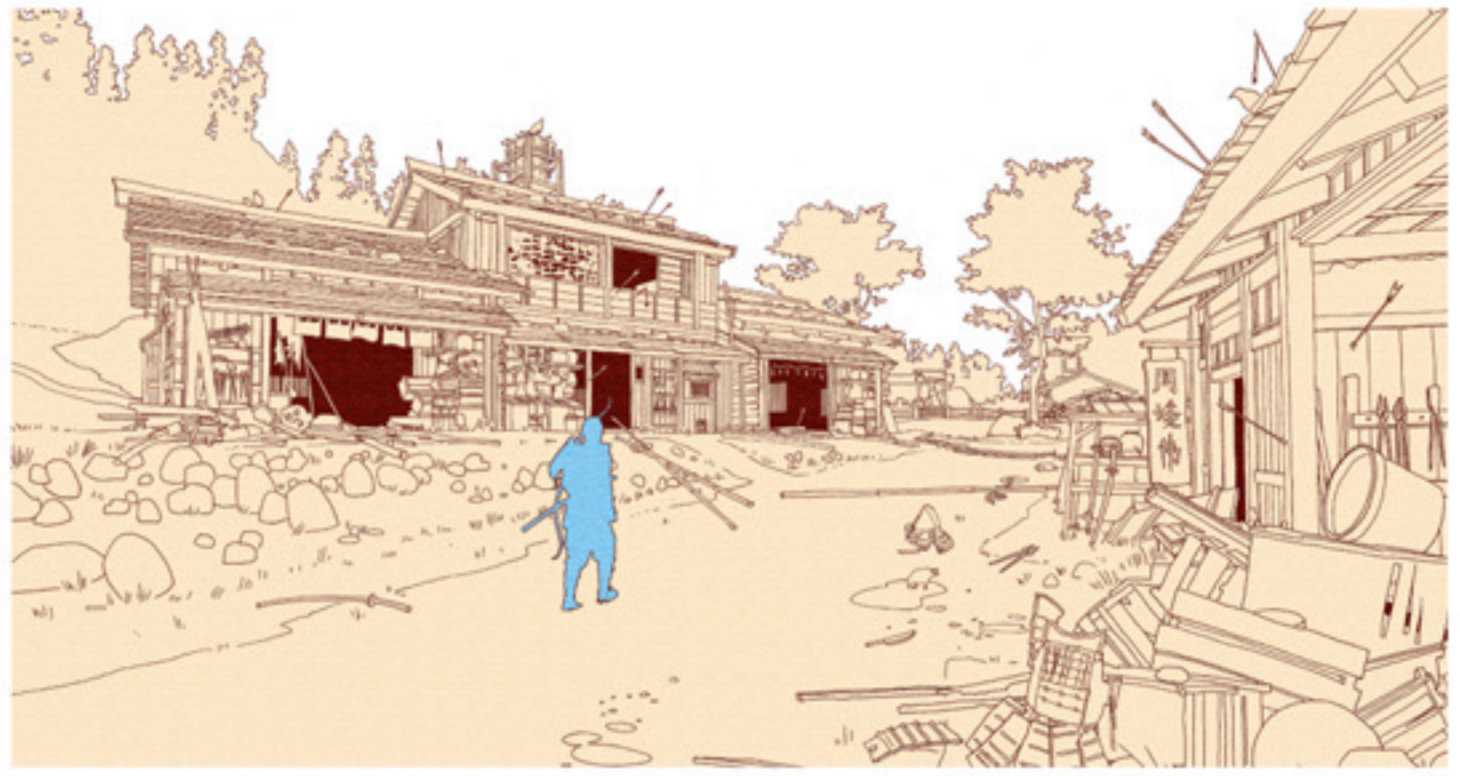


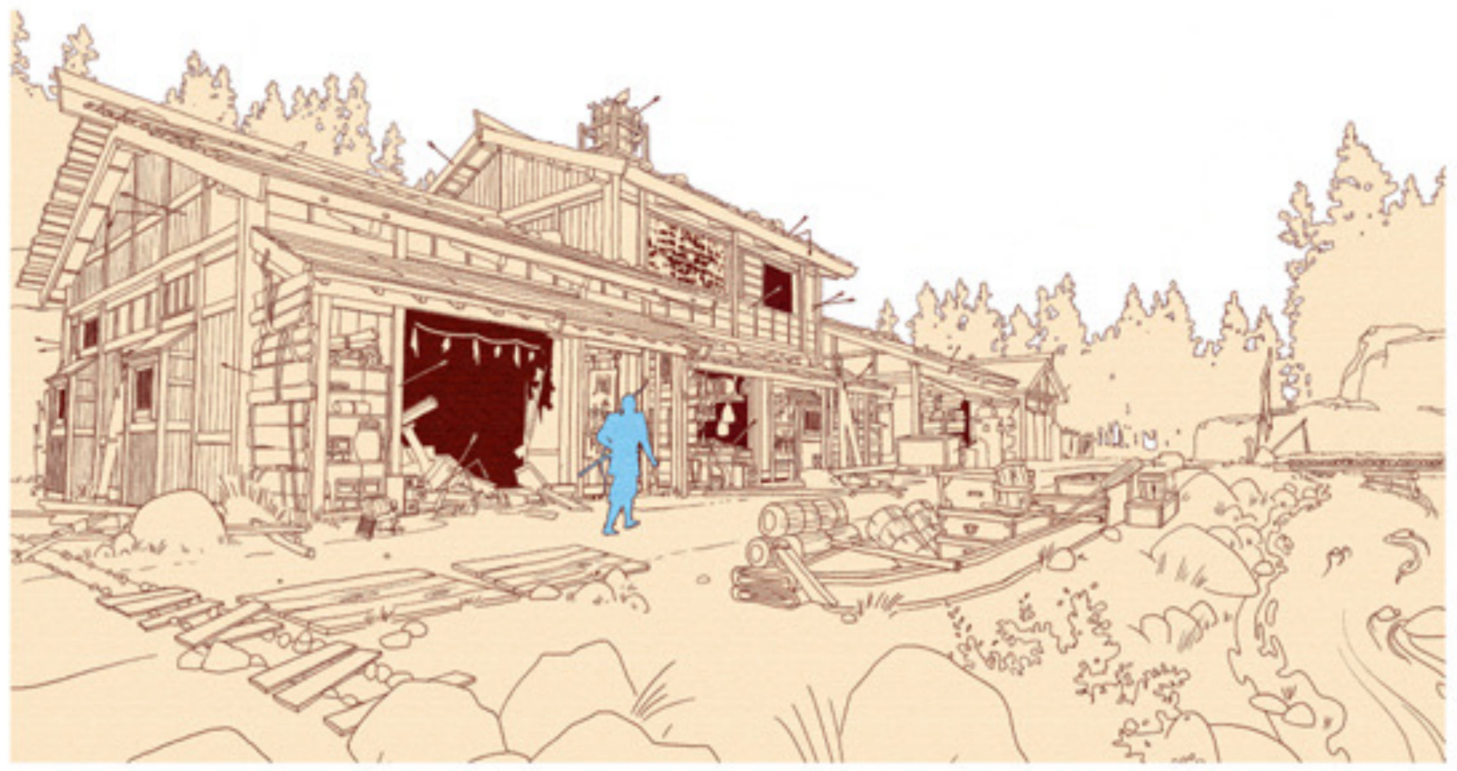
Komatsu Armor Alley







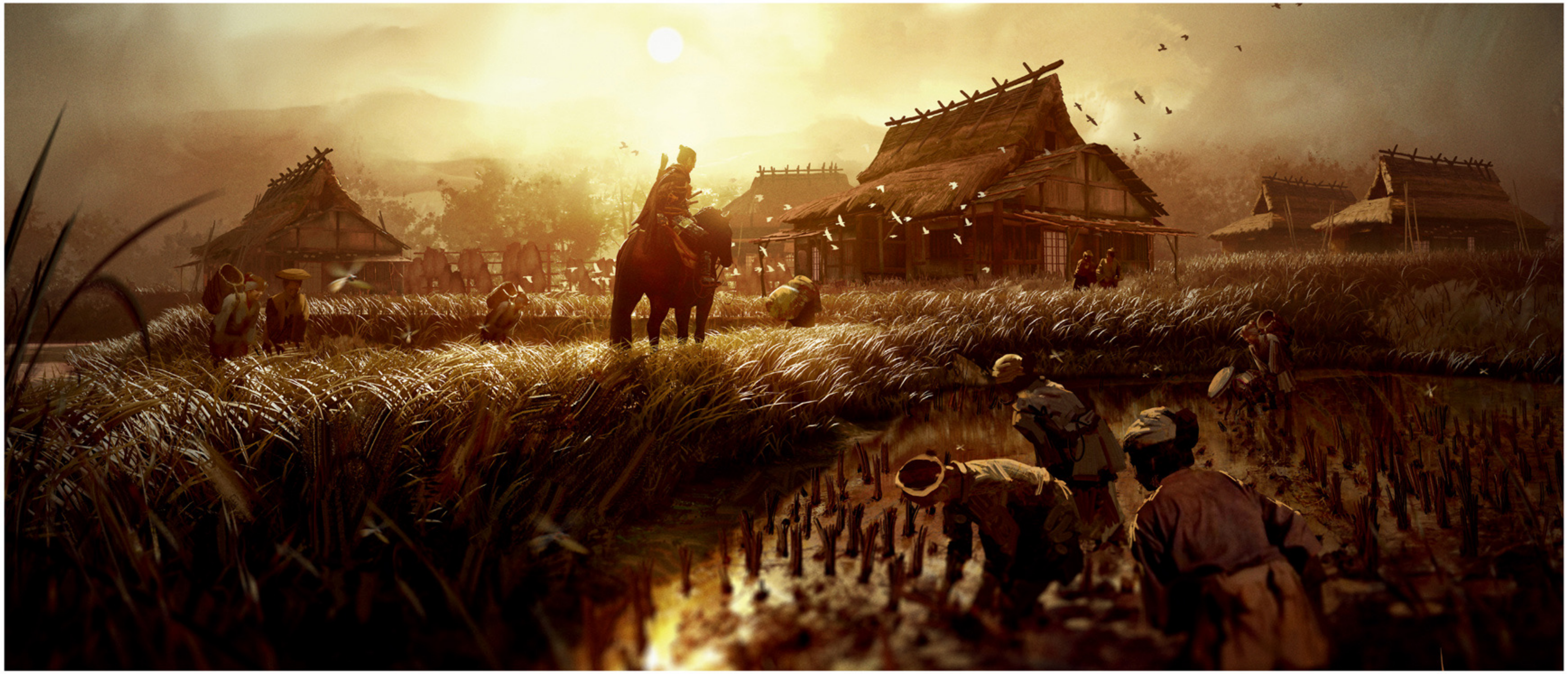




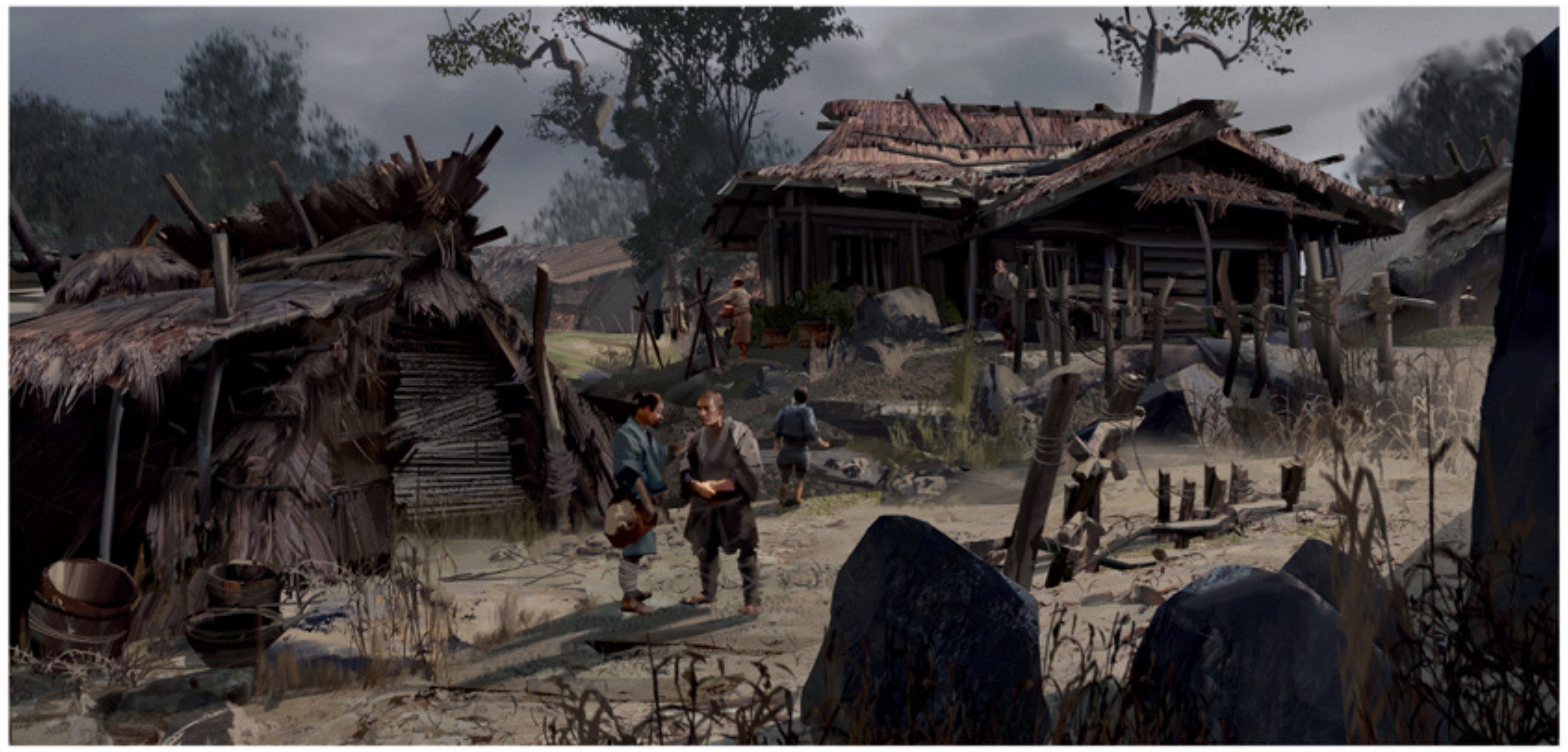
KOMATSU

These images of Komatsu are designed to have a unique aesthetic for this area of Tsushima. The art is mostly brown, red, and desaturated to give the area a desolate feeling.

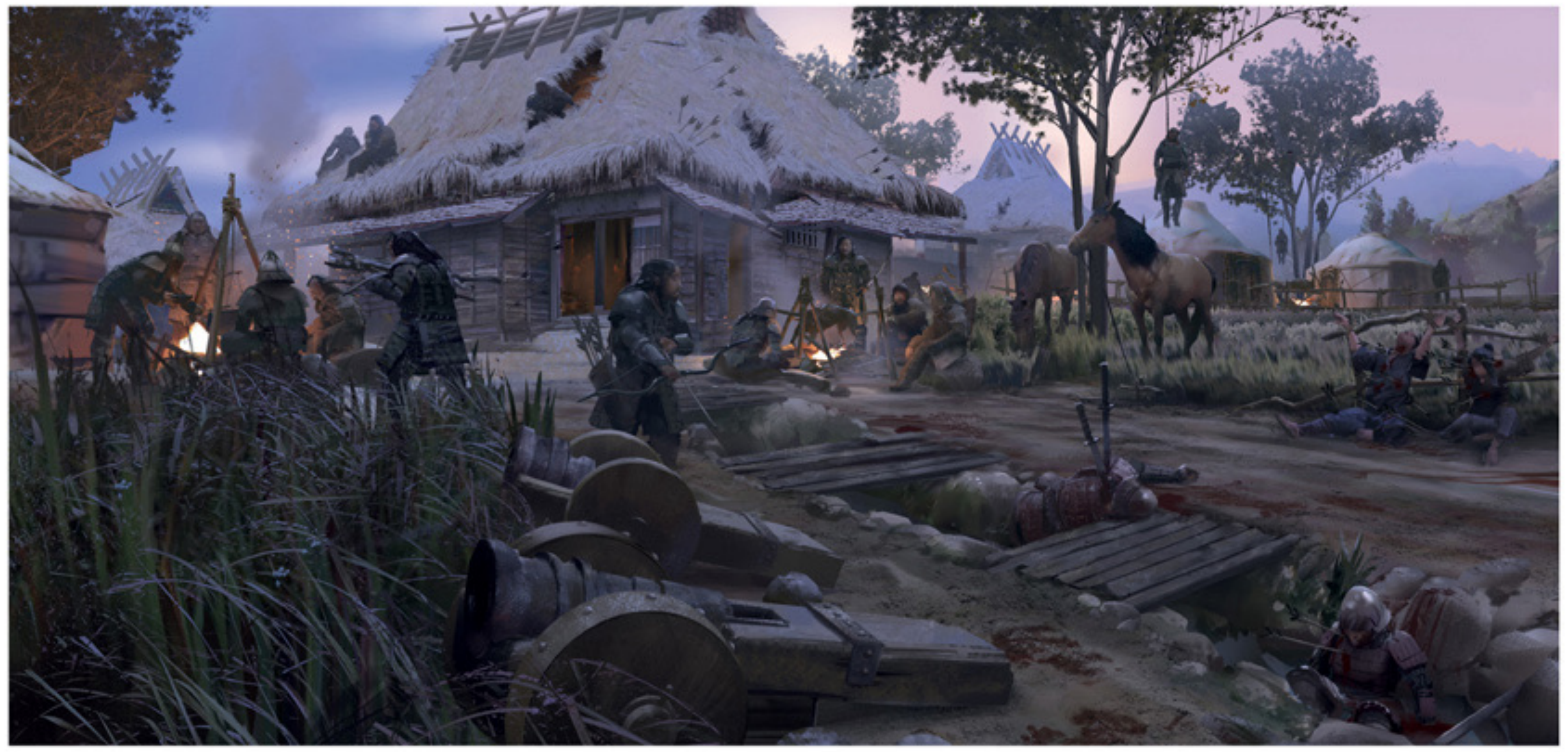
After the Mongols invaded, Komatsu was raided for supplies and prisoners and became like a ghost town, with many of those who live there either going into hiding or abandoning the area. Its silhouette stands out, with the bell tower in the center a convenient lookout point for surveying the structures below. The famous forge of Komatsu fills the air with smoke.



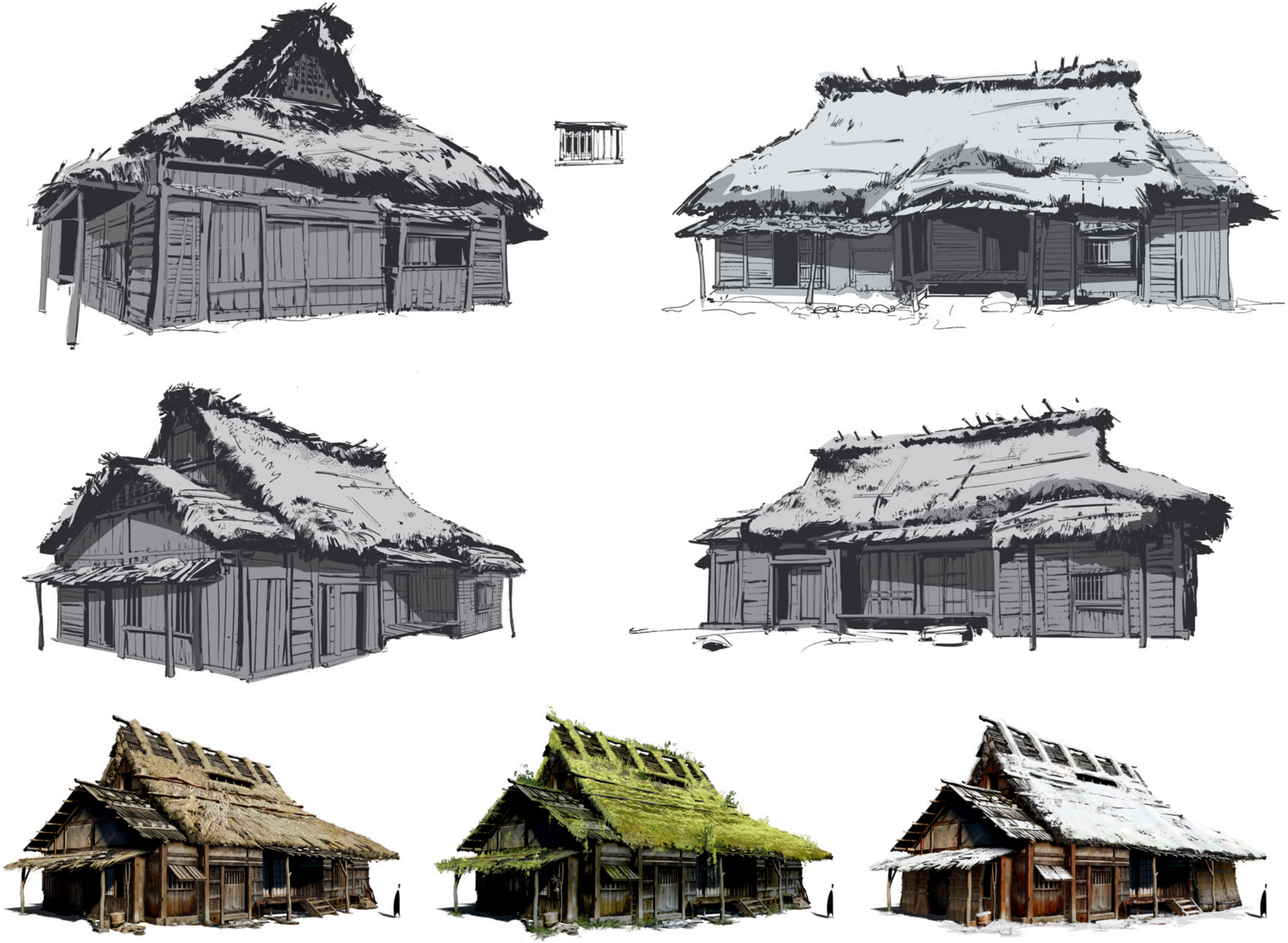
Rice Paddy



Slum Town



Mongol Occupied Village

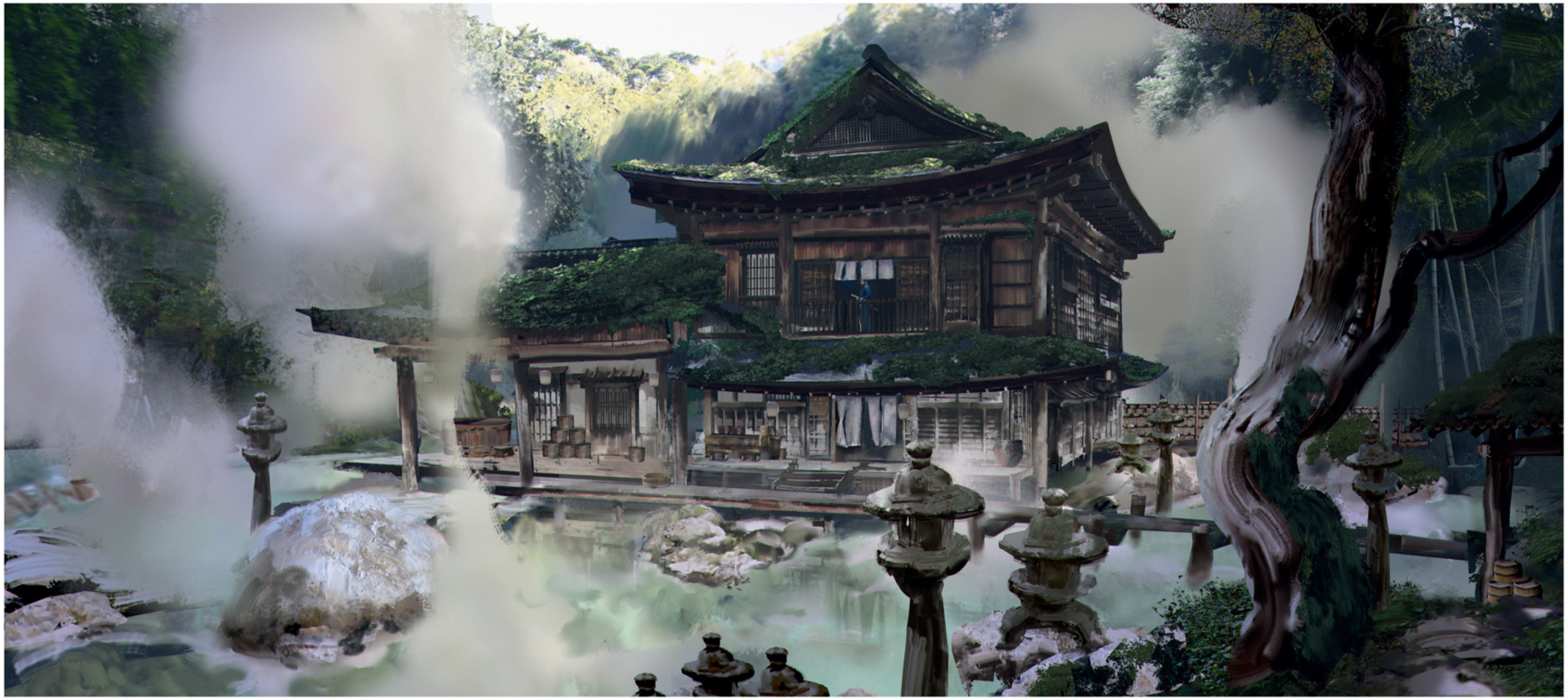


House Sketches

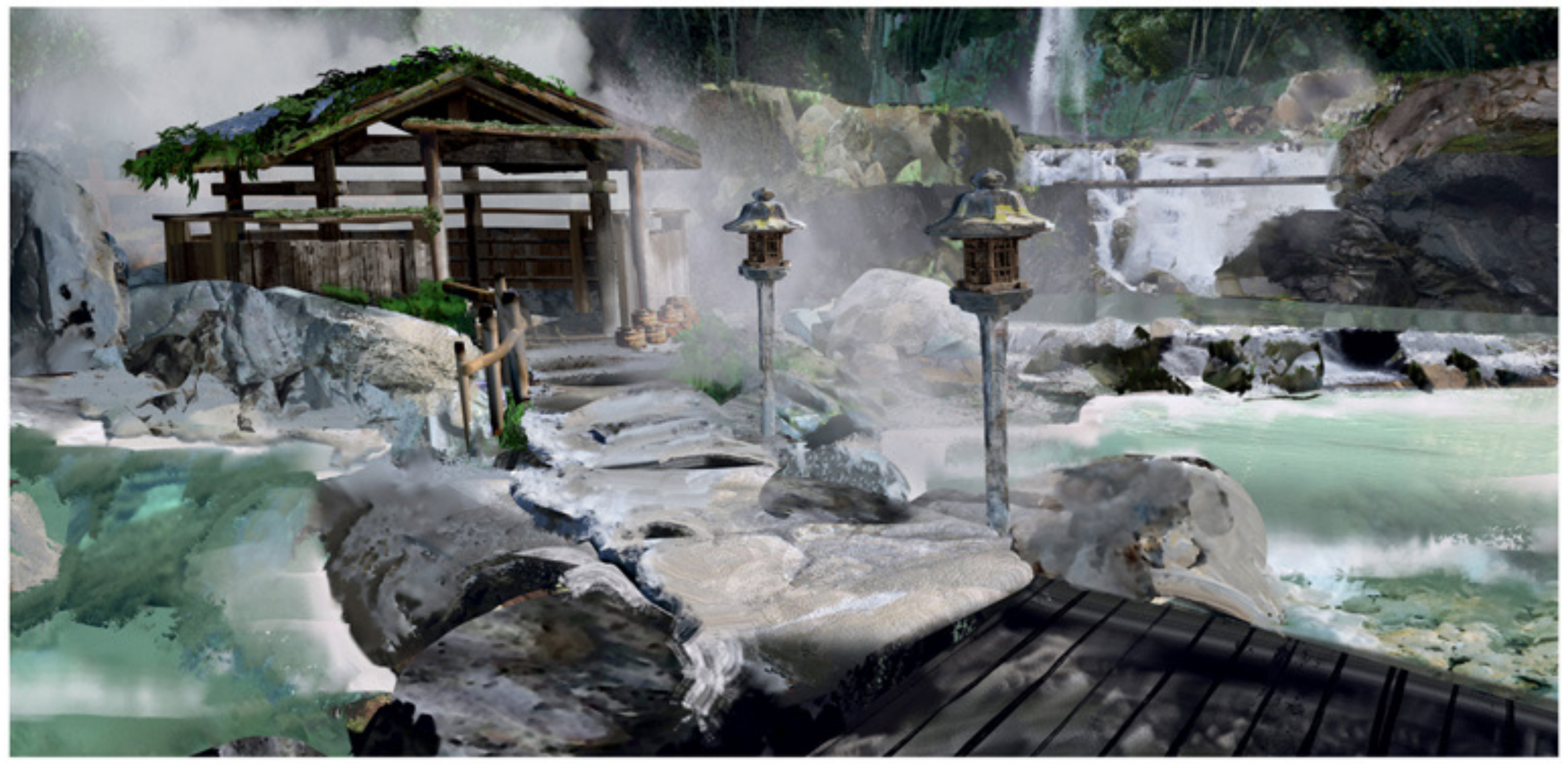
Hiyoshi Cliff Walkway

Hiyoshi Bamboo Forest

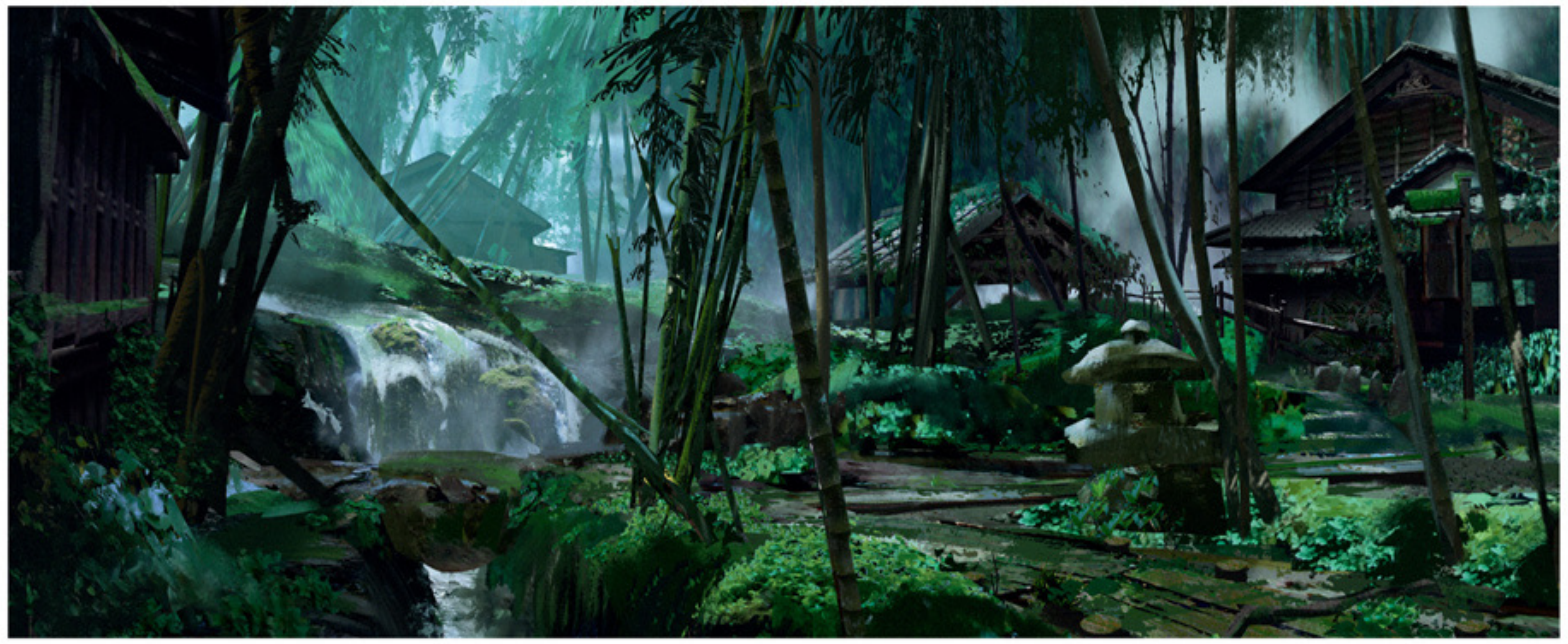
Hotsprings



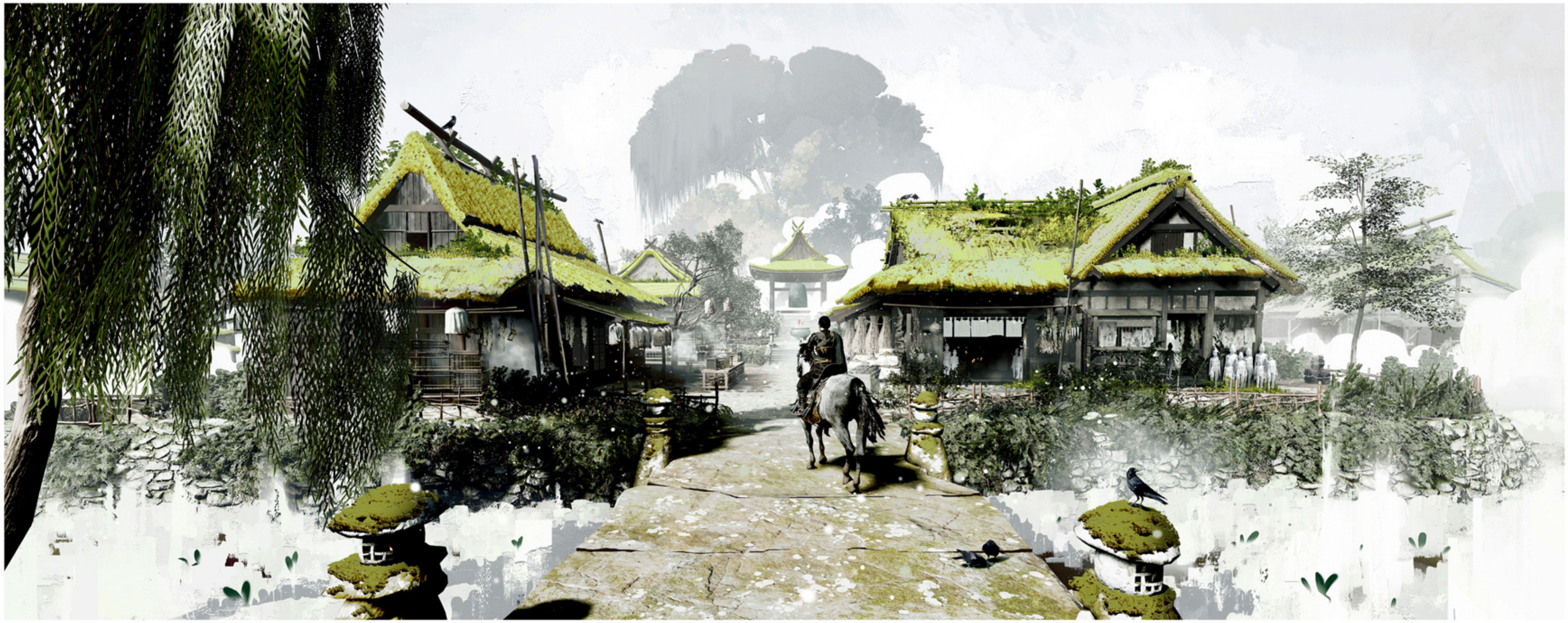
Inn Back



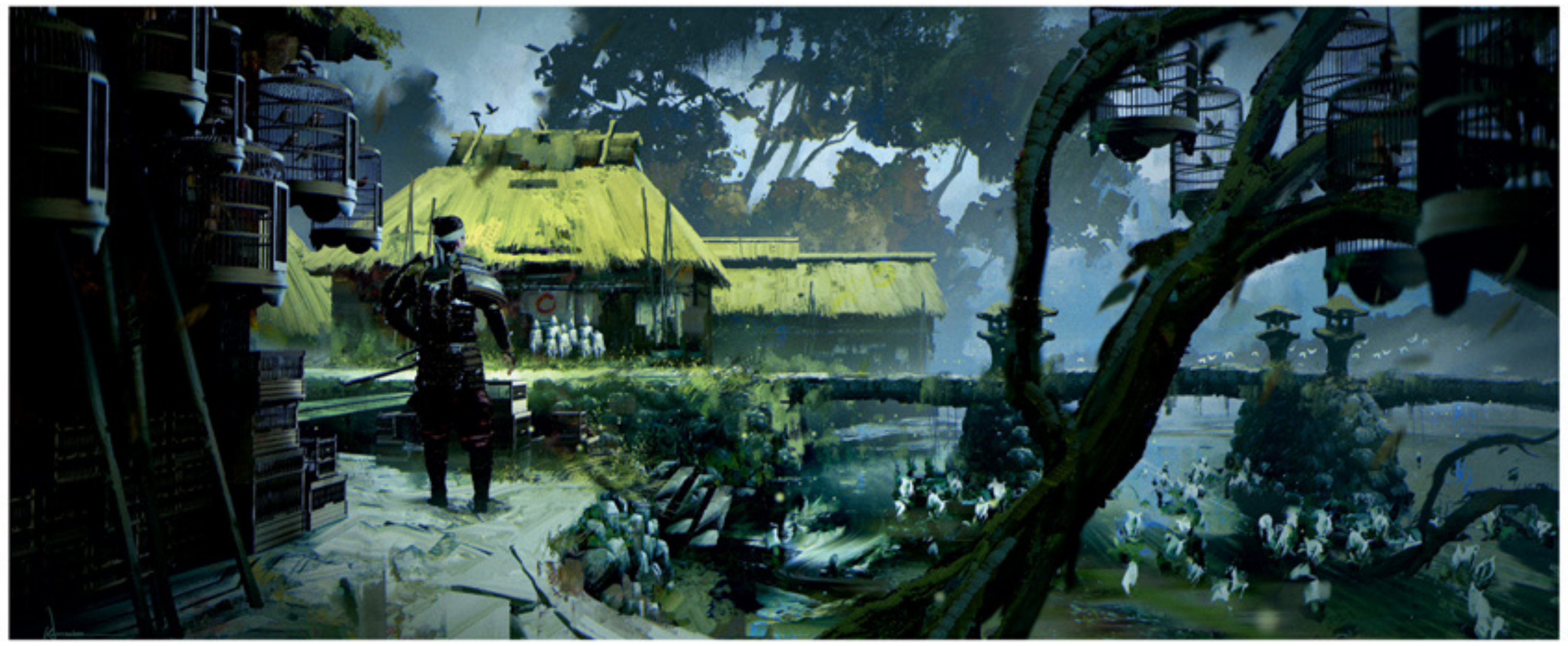
Hotspring Gazebo



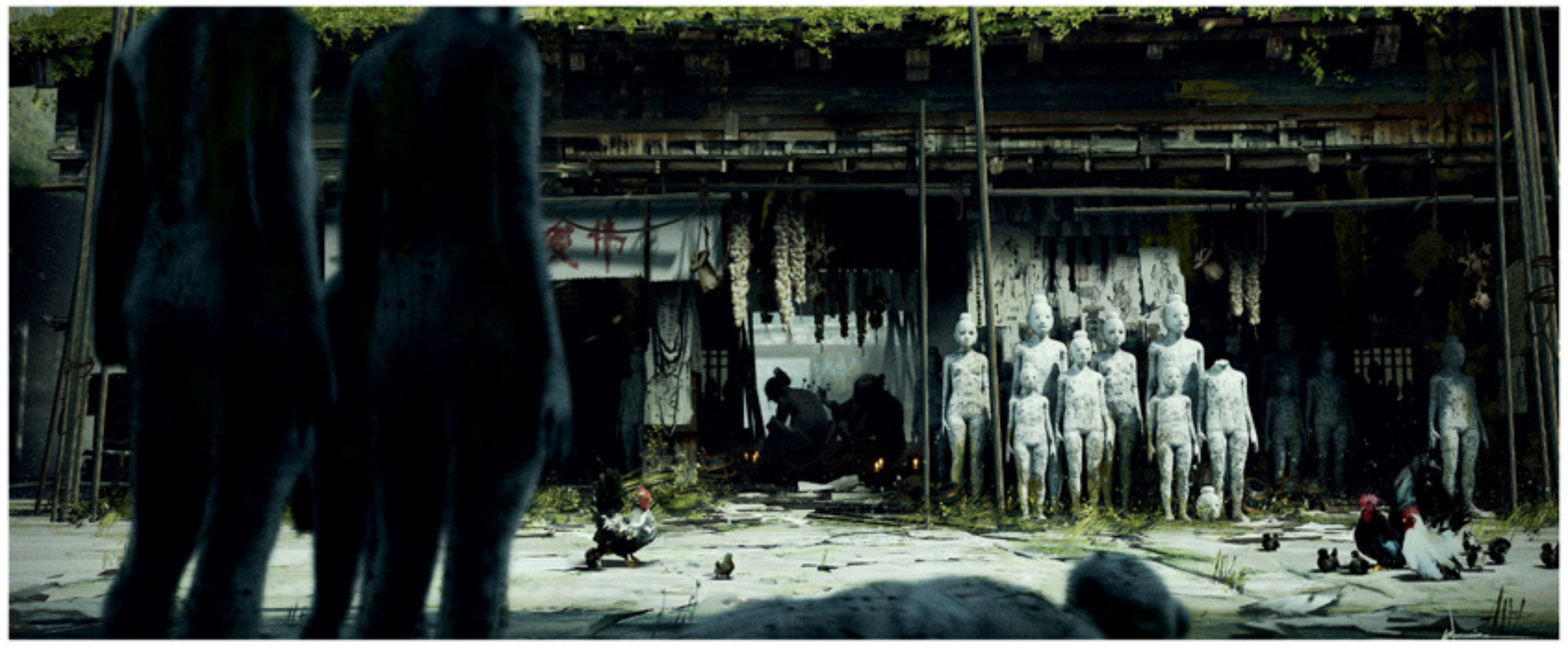
Hiyoshi



Akashima Enterance



Akashima Birdkeepers



Akashima Statues

Akashima

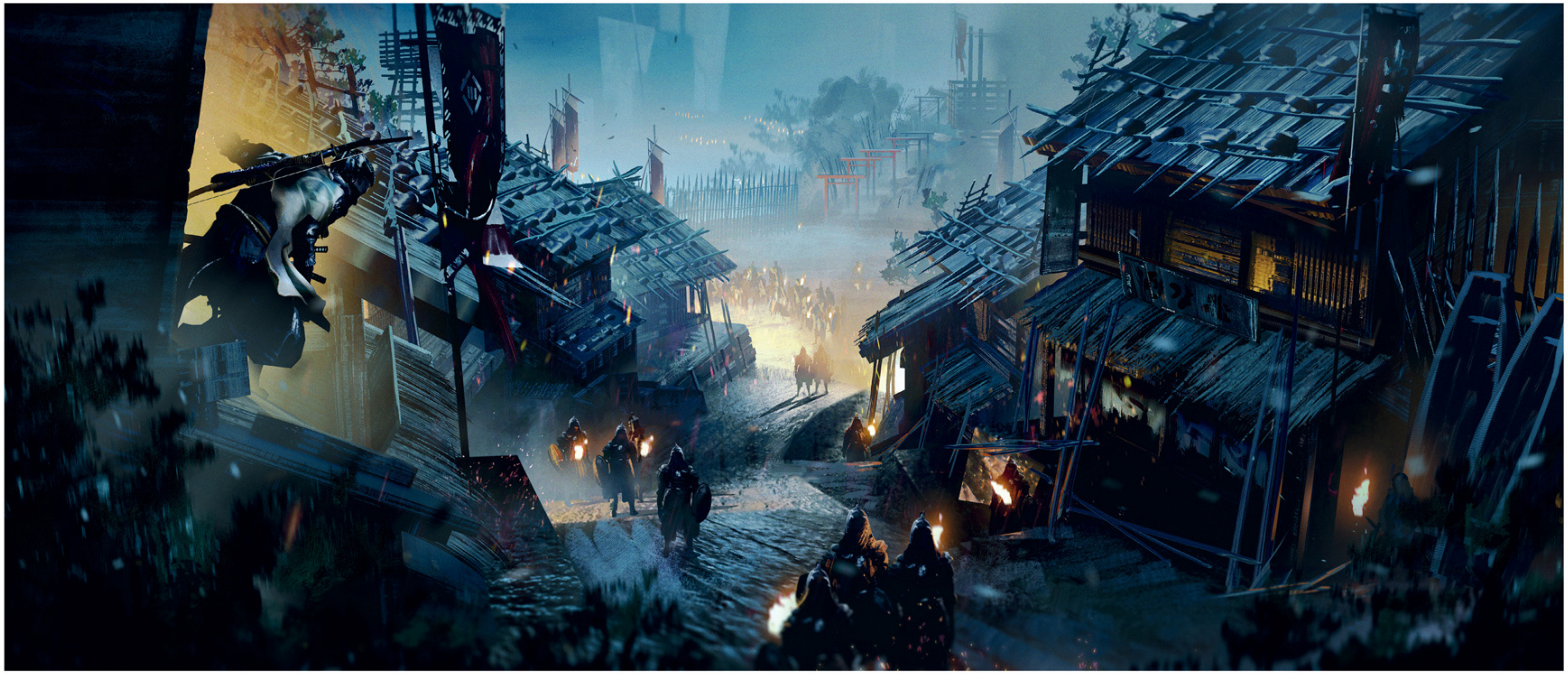
AZAMO

Azamo is a port town once known for its fishing that has now been overtaken by the invading Mongol forces. In these designs, the focus was to showcase the destruction at the hands of the Mongols, such as burning or collapsing structures.

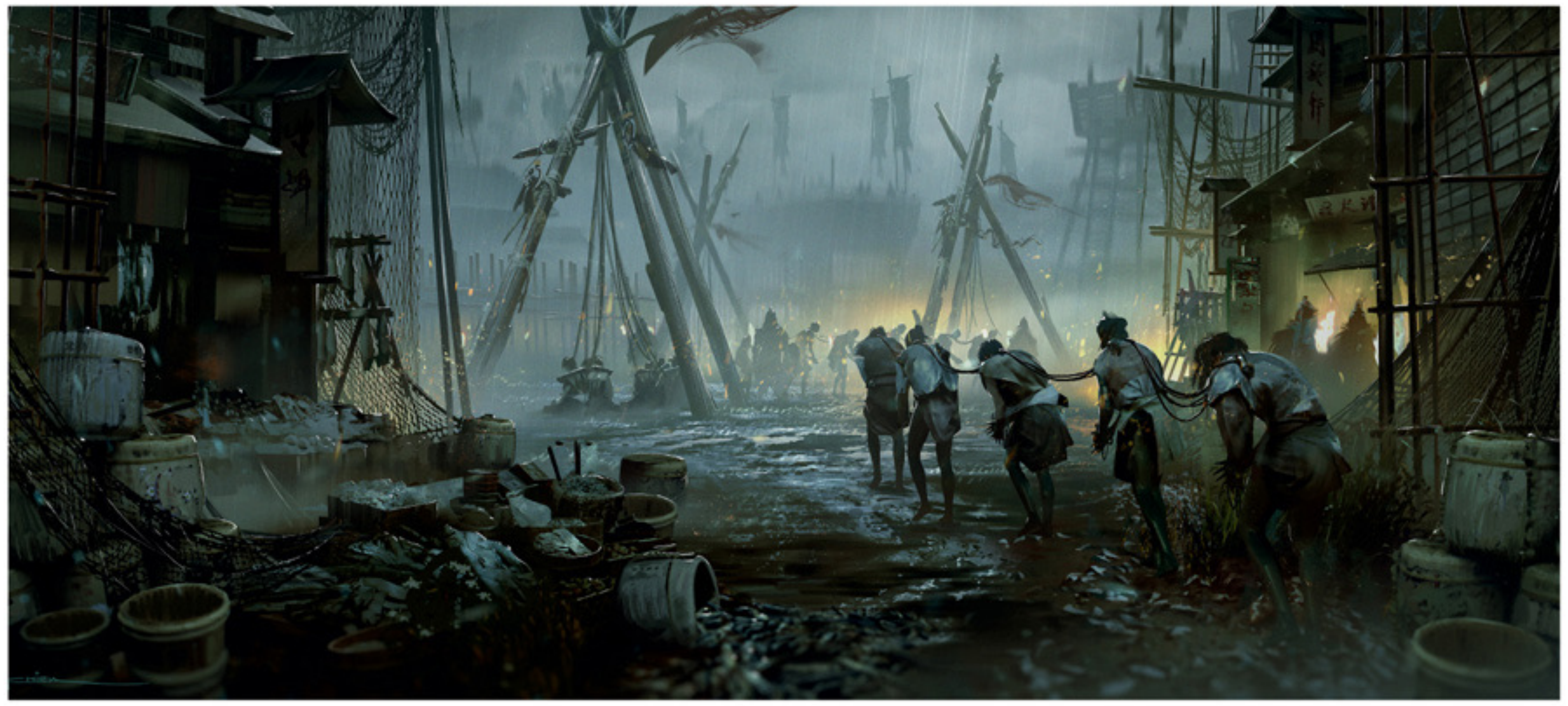
On top of that, many of these images focus on the subjugation of the local population. We see people who have been turned into prisoners, led by Mongols through the streets or forced to complete tasks for the invading soldiers.

Azamo Gates

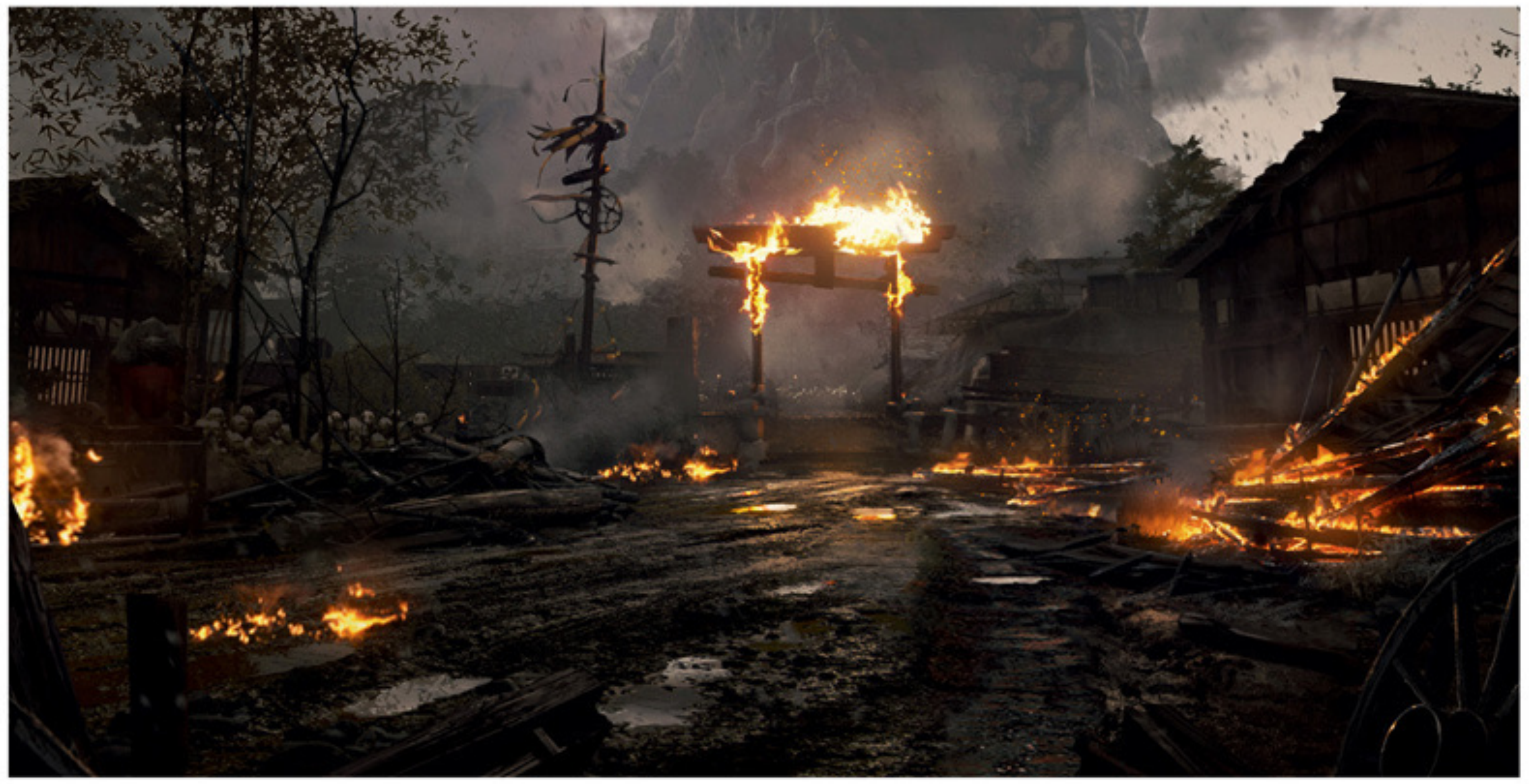
Azamo Front Gate



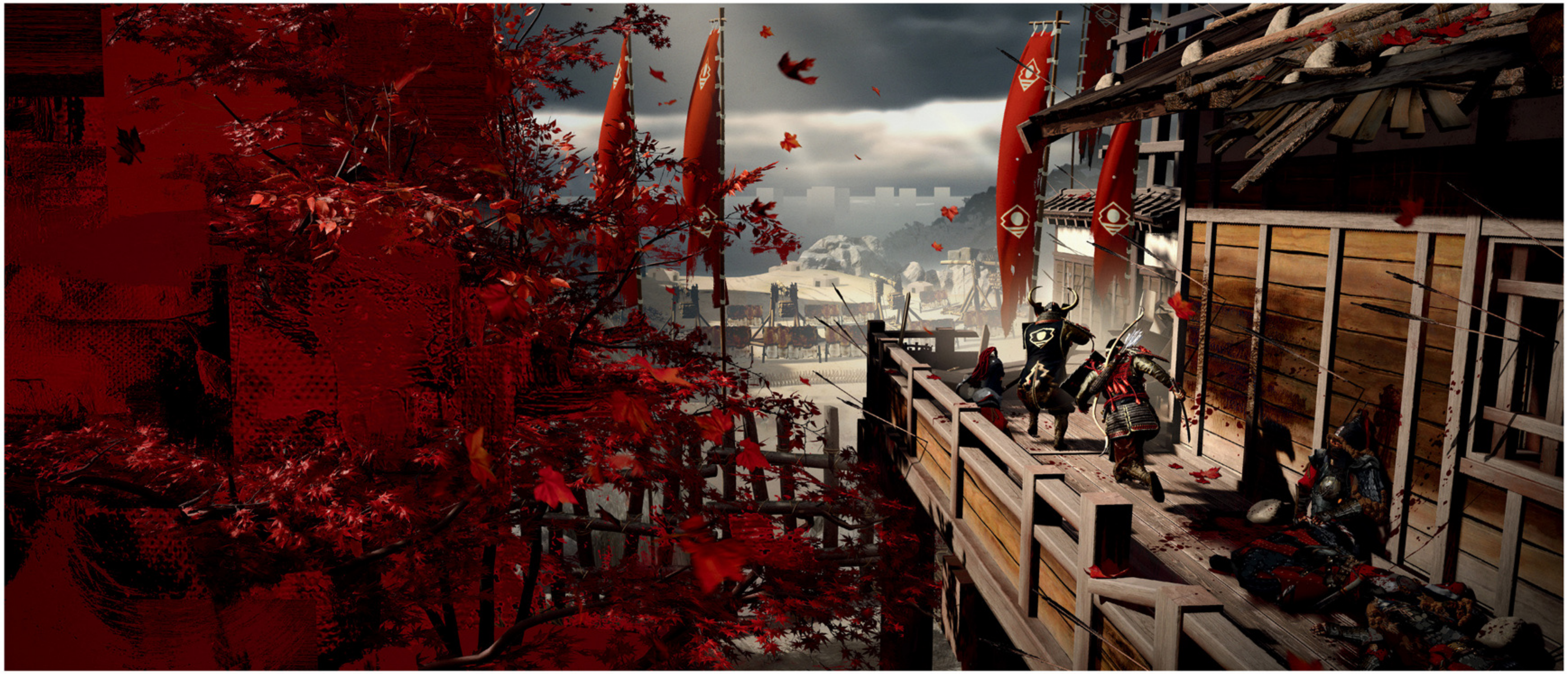
Azamo Elevated Road

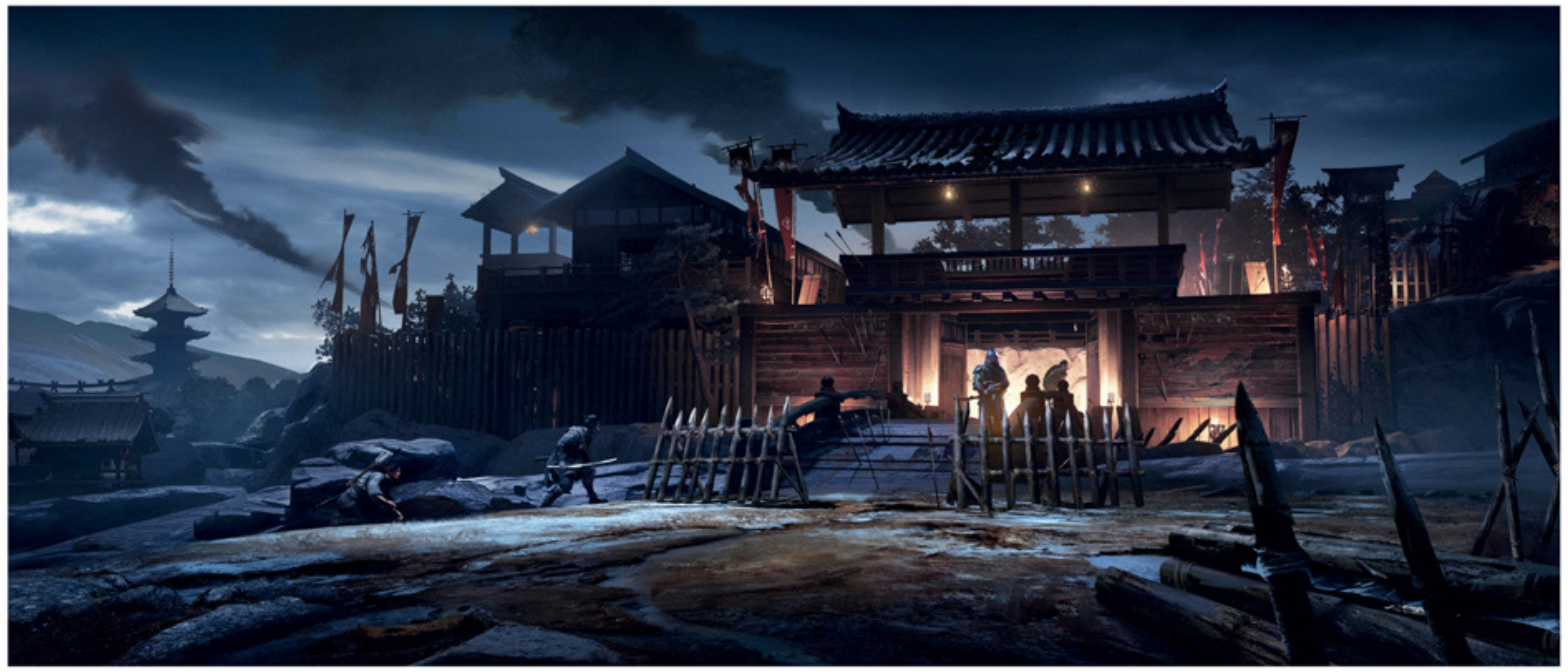


Azamo Town Center



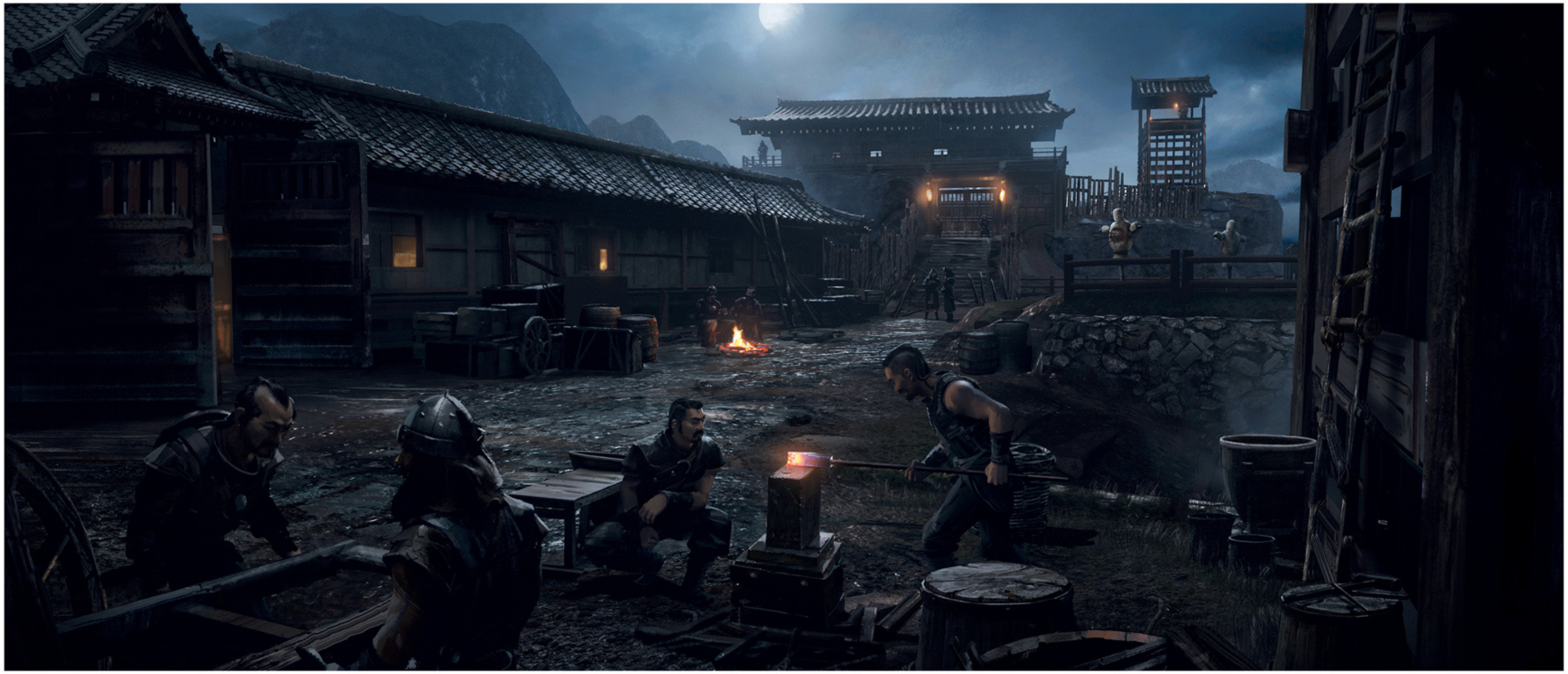
Azamo Destroyed



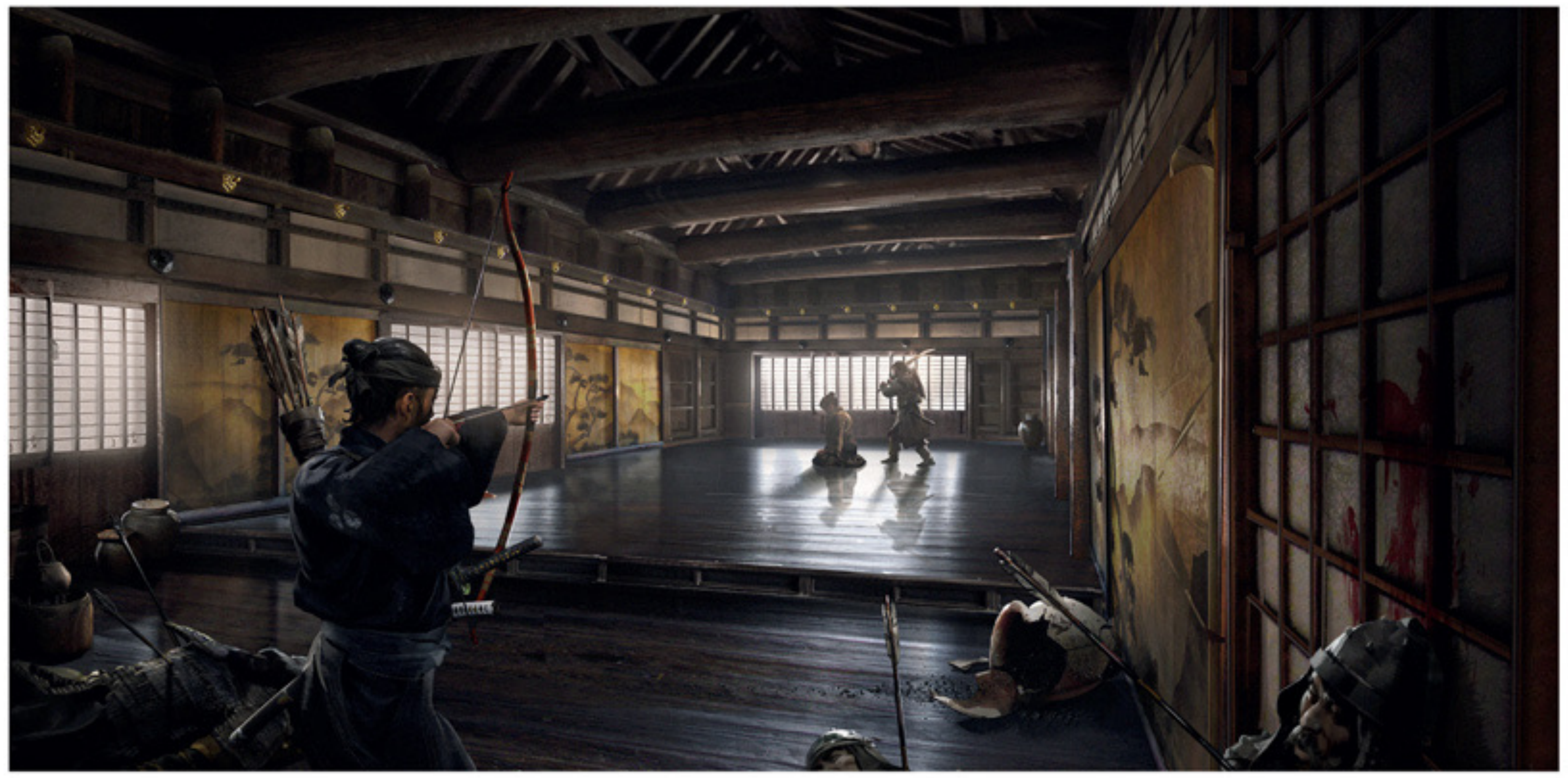


CASTLES

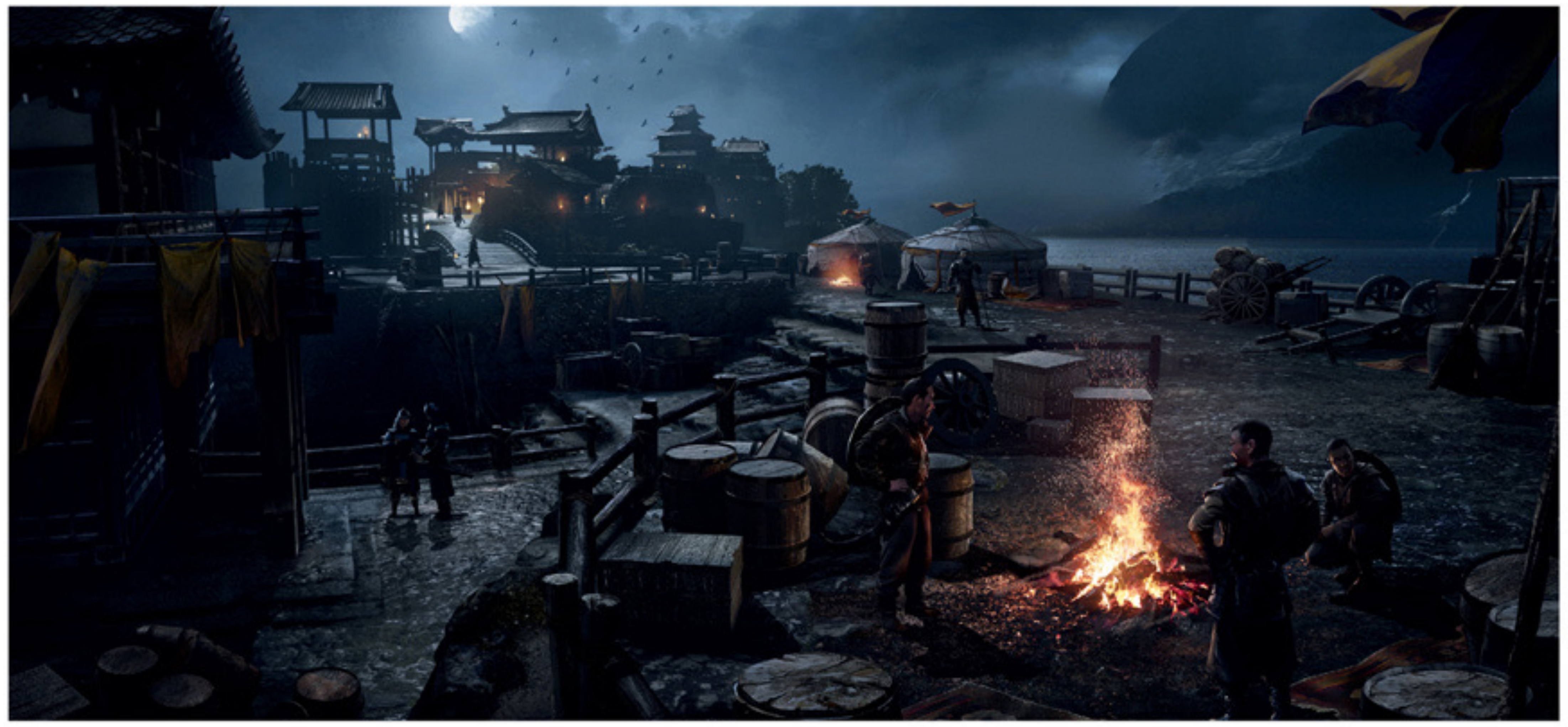
The castles on Tsushima Island are ornate, visually impressive structures owned by the ruling clan of Shimura. The structures here are built of more earthy materials like wood, with the focus on natural beauty and style.



Castle Kaneda Courtyard



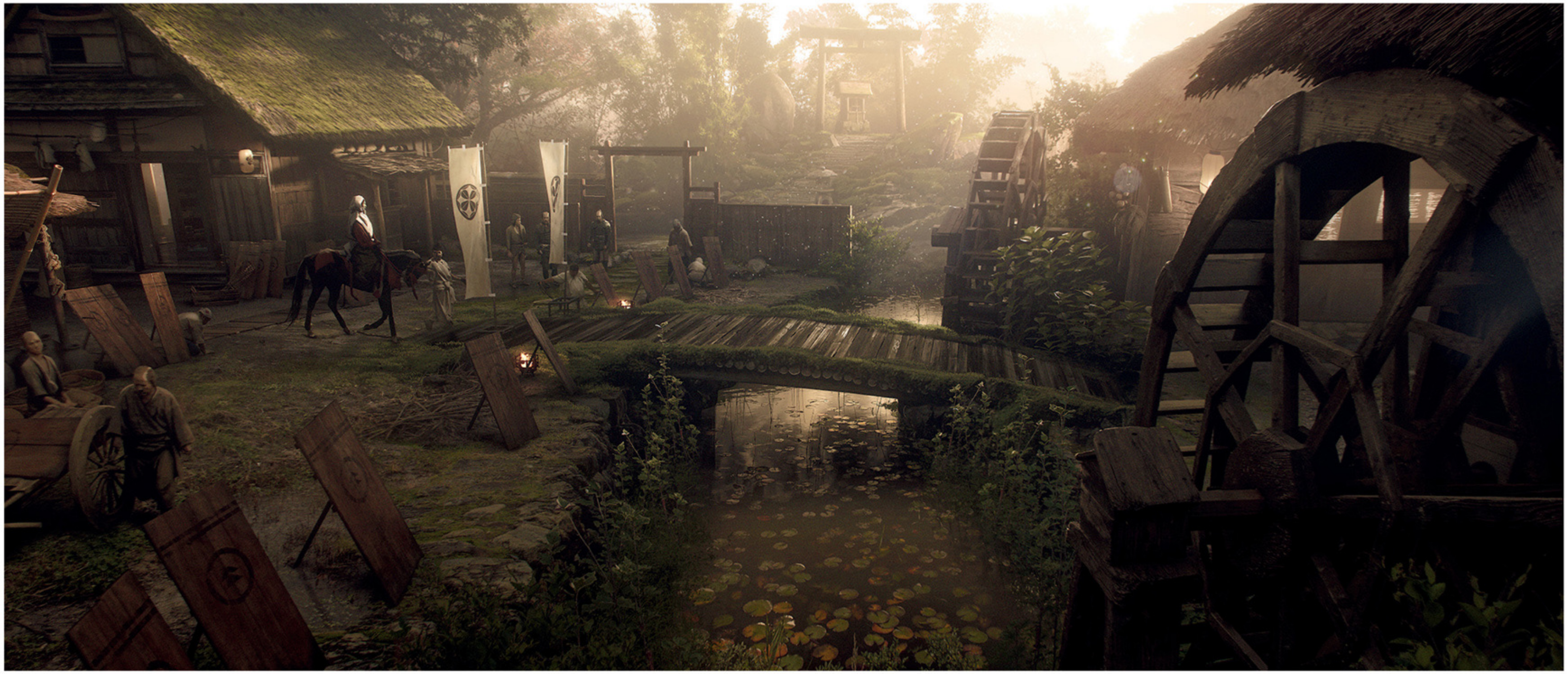
Castle Kaneda Interior



Castle Kaneda Courtyard

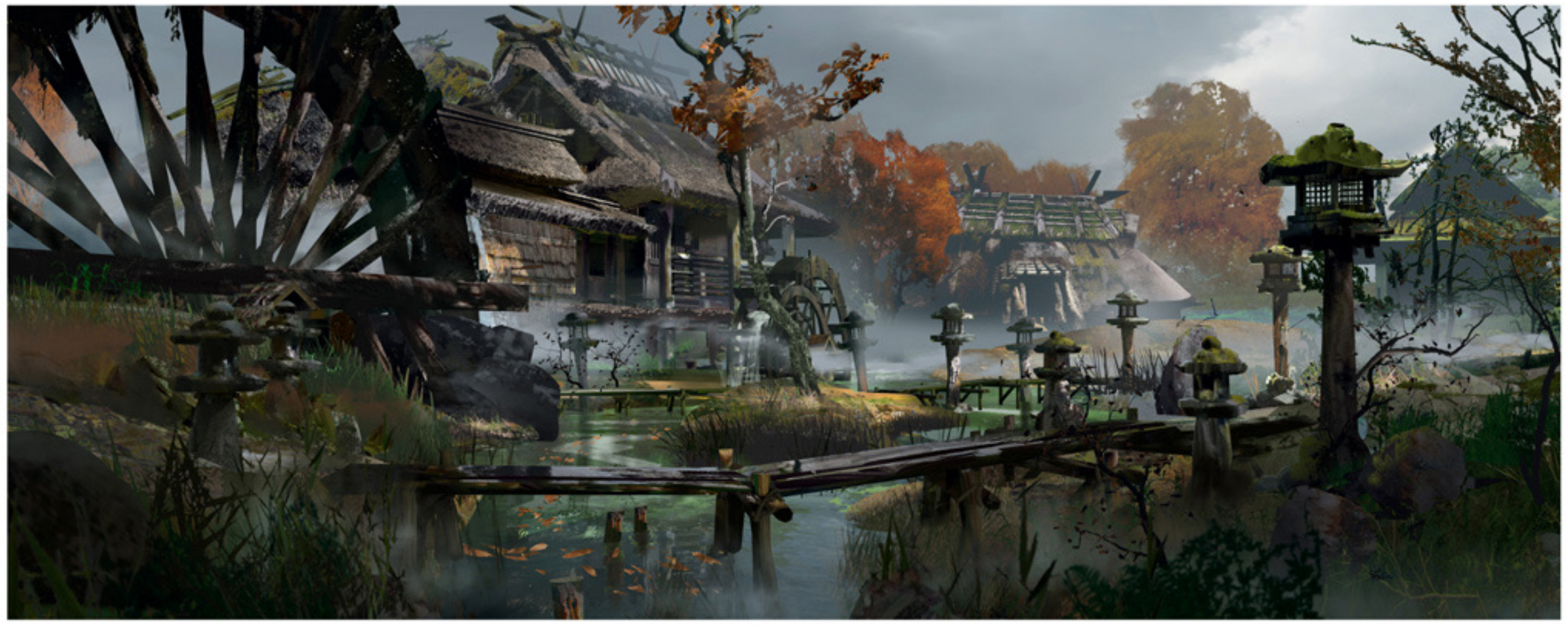
Castle Kaneda Dojo

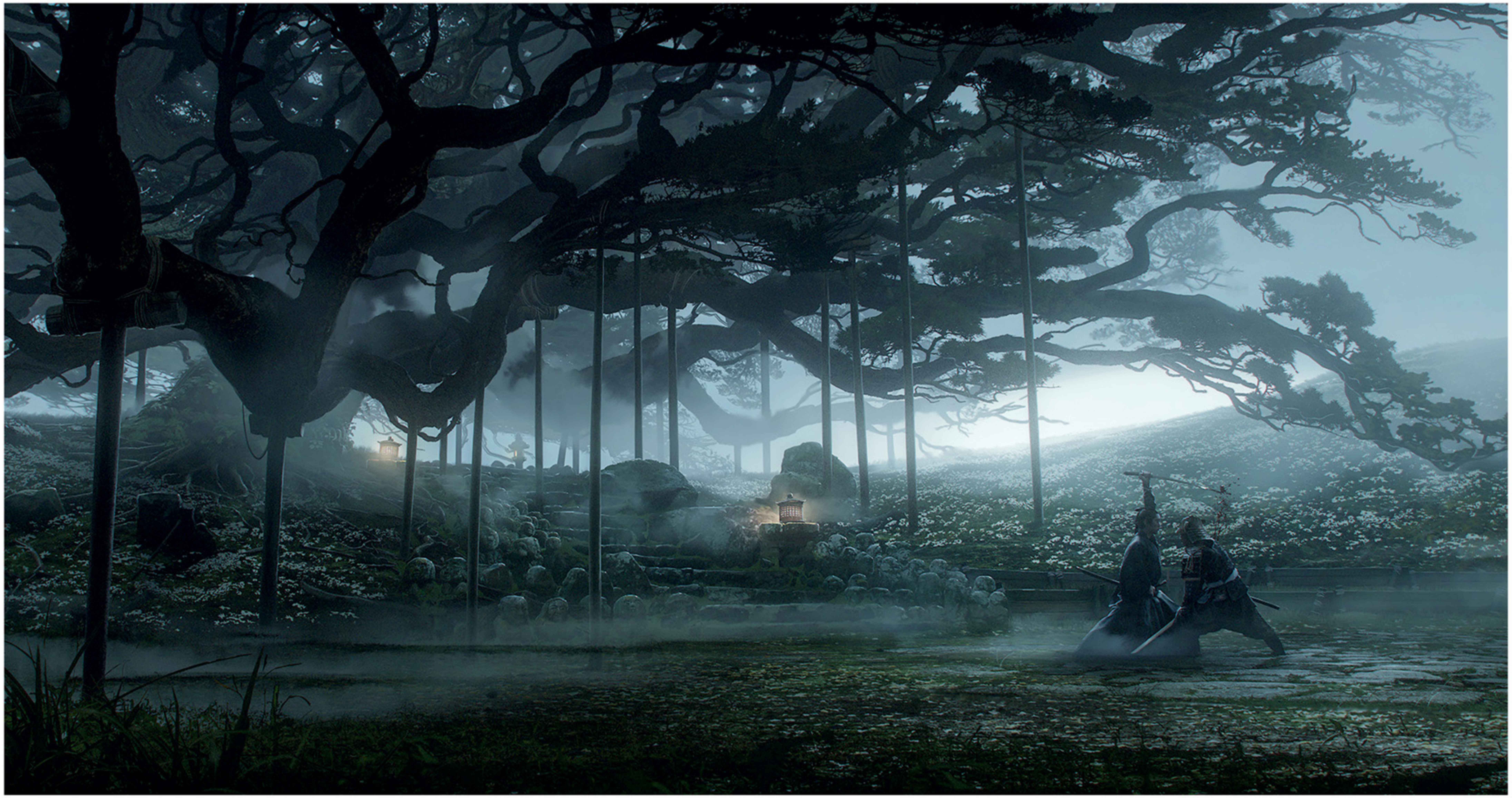
Castle Kaneda Tea Room



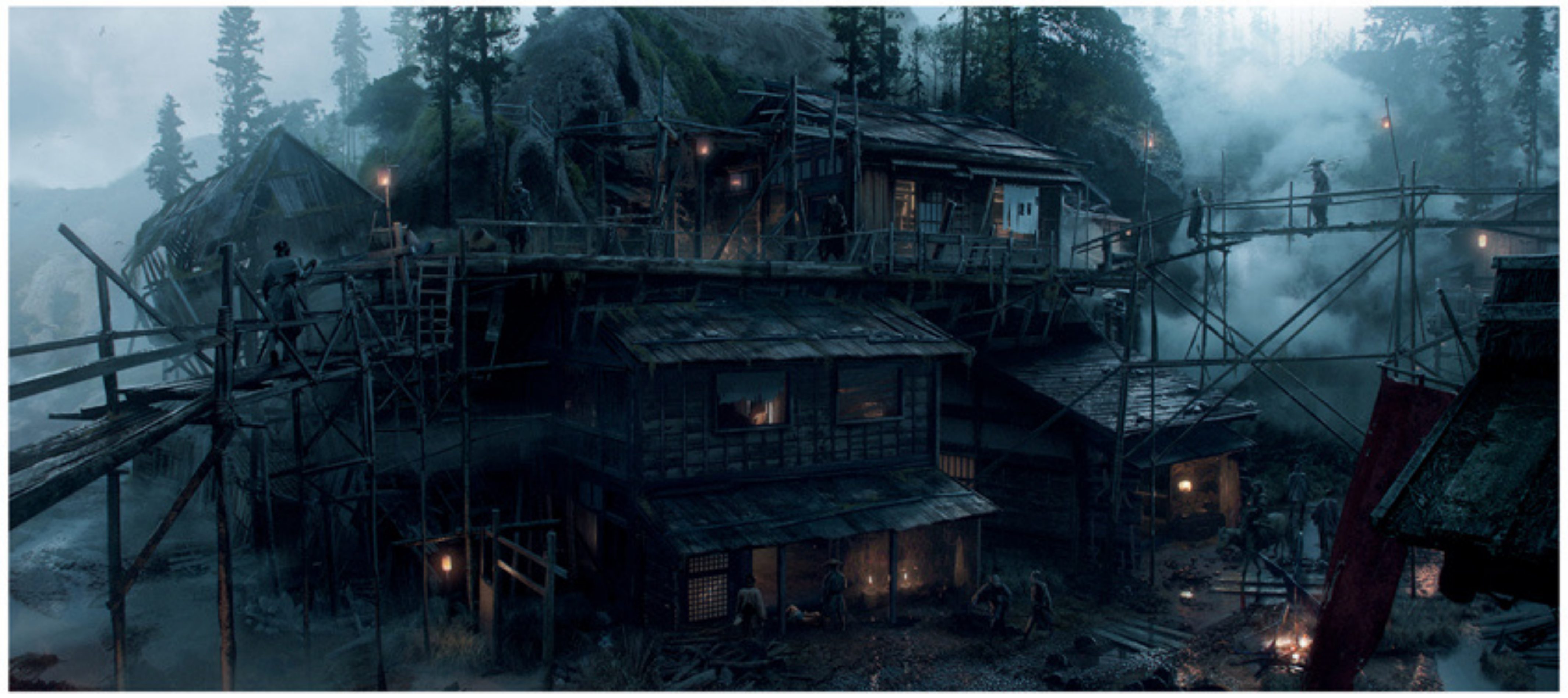
YARIKAWA

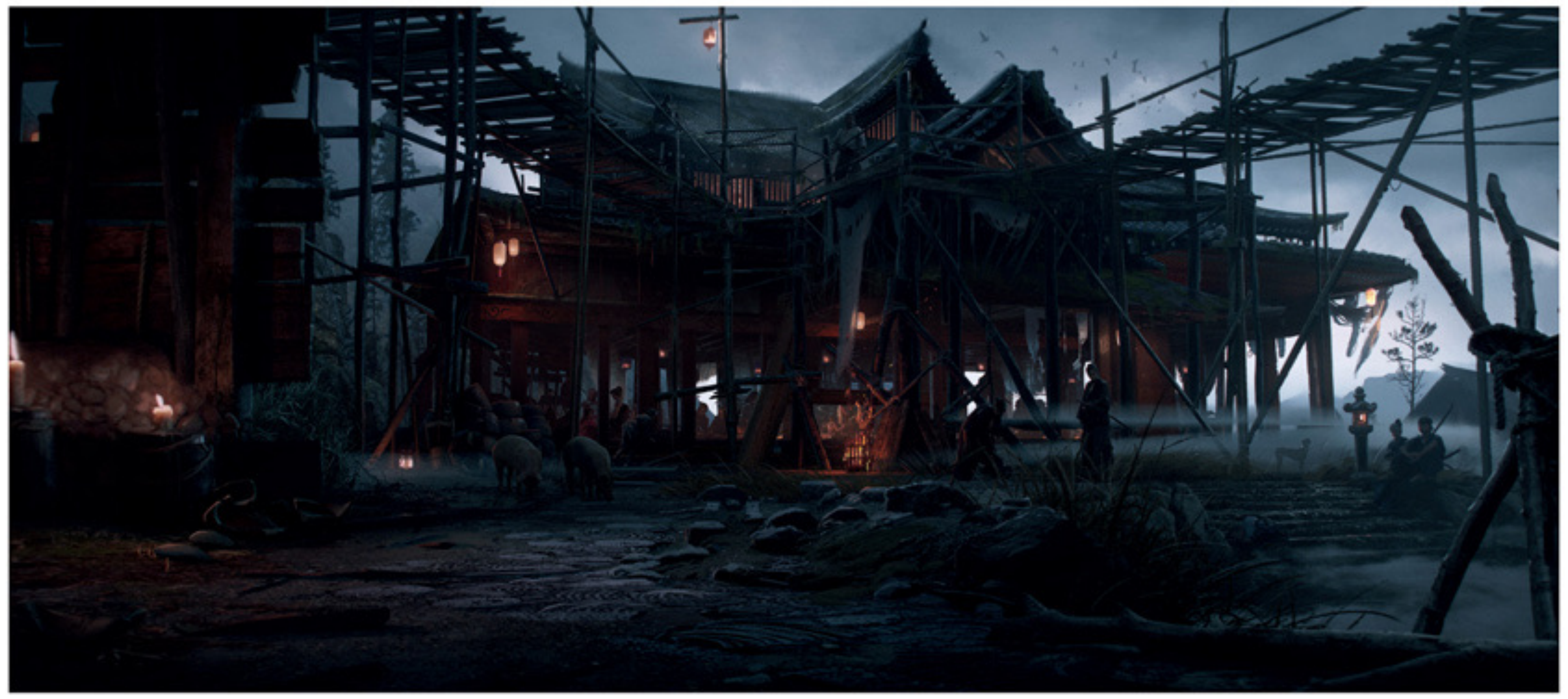
Clan Yarikawa was once one of the most prominent samurai families on the island. After a failed rebellion, the clan was largely dissolved—and the survivors built the walled town of Yarikawa as their new home. This gorgeous, peaceful place to live is now besieged by Mongol camps just outside its doors. The town is crossed by multiple canals, a unique layout in comparison to the other villages in Tsushima.

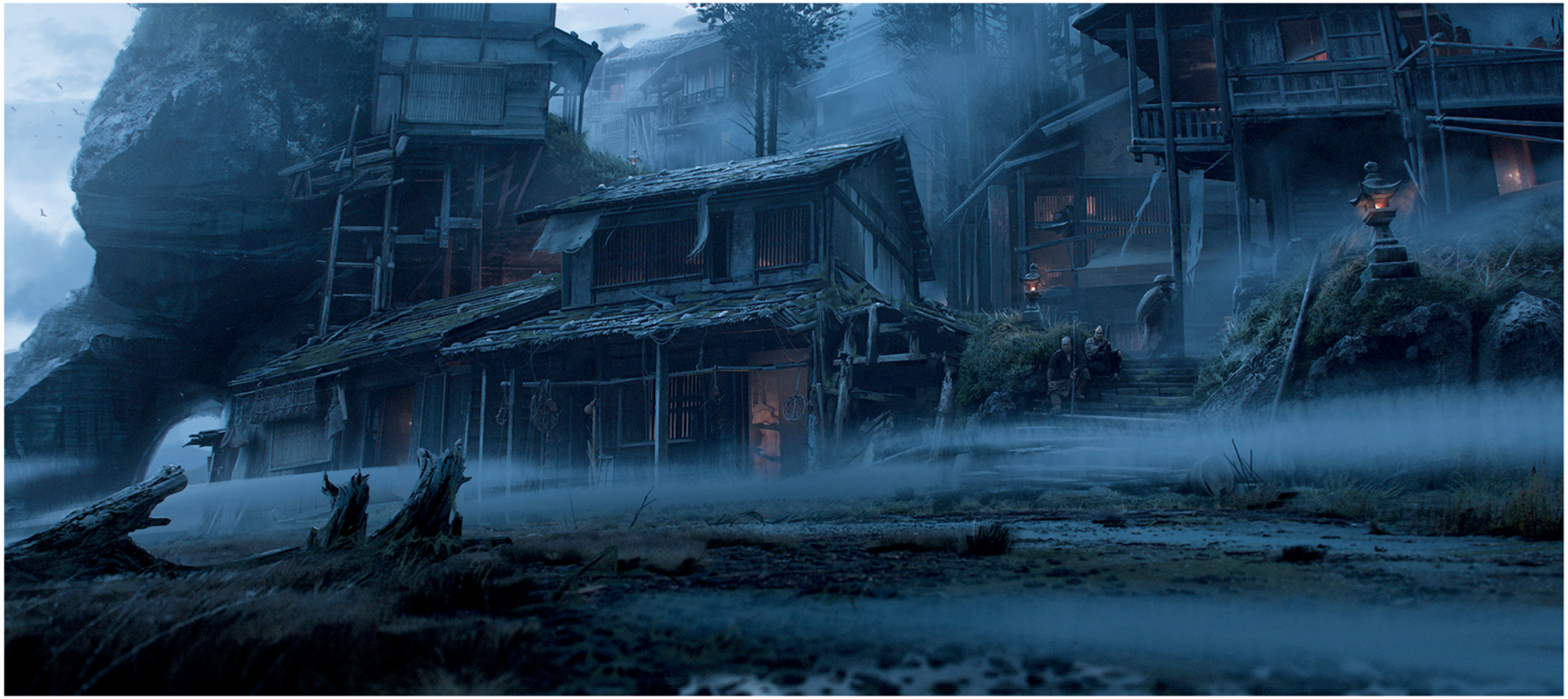


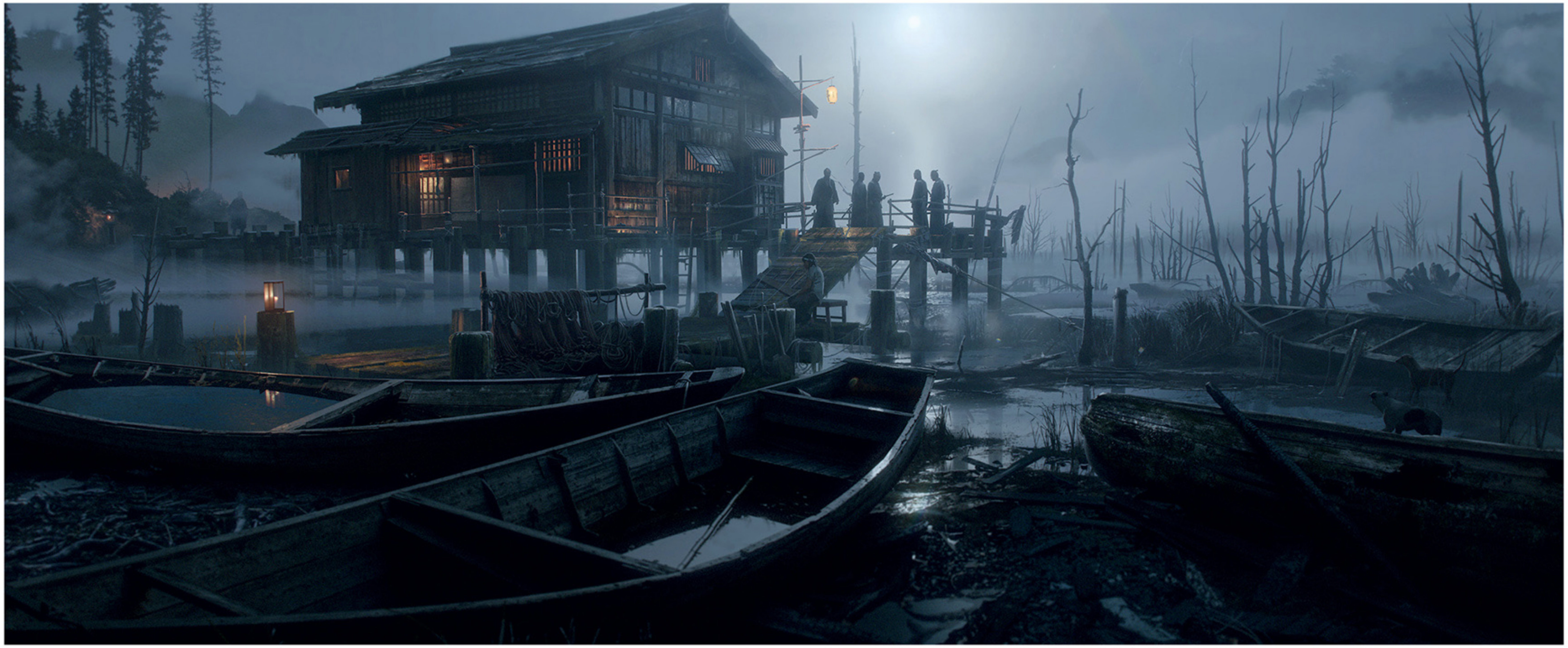


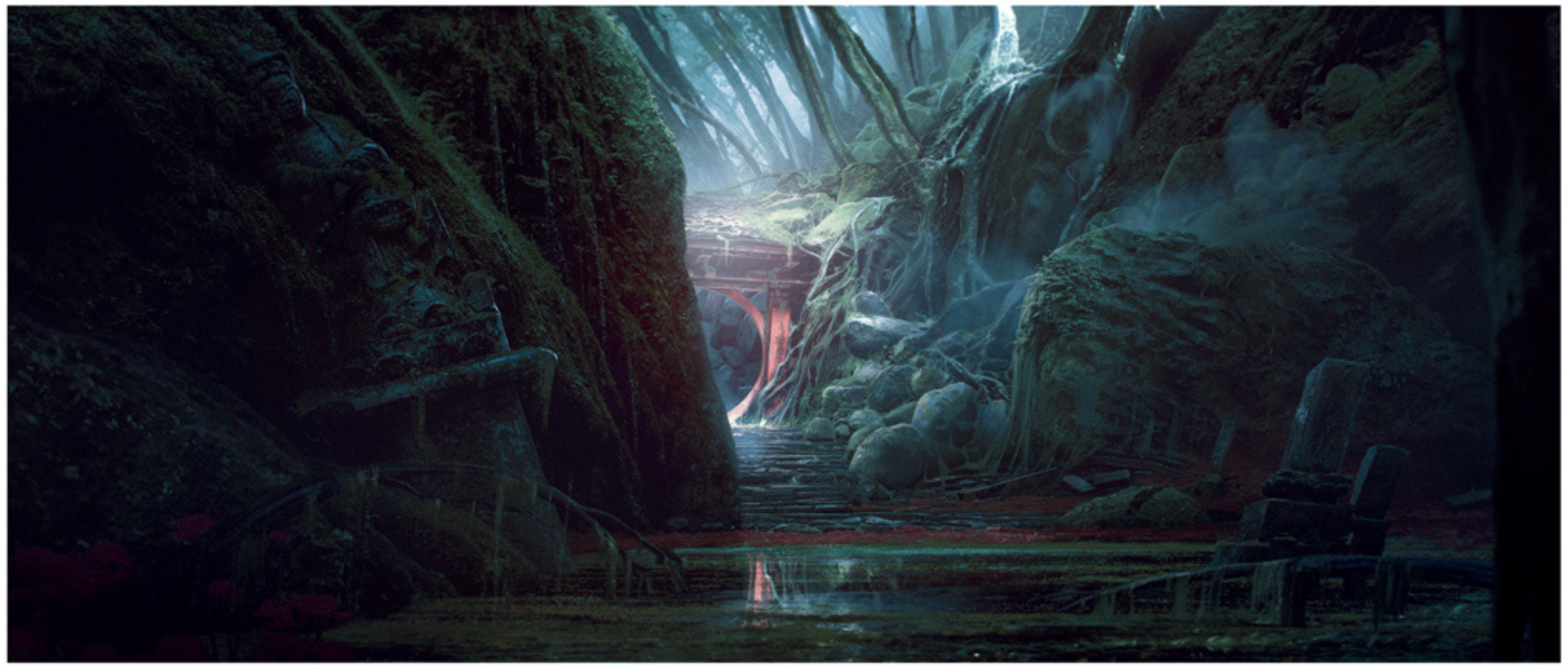
Yarikawa Duel









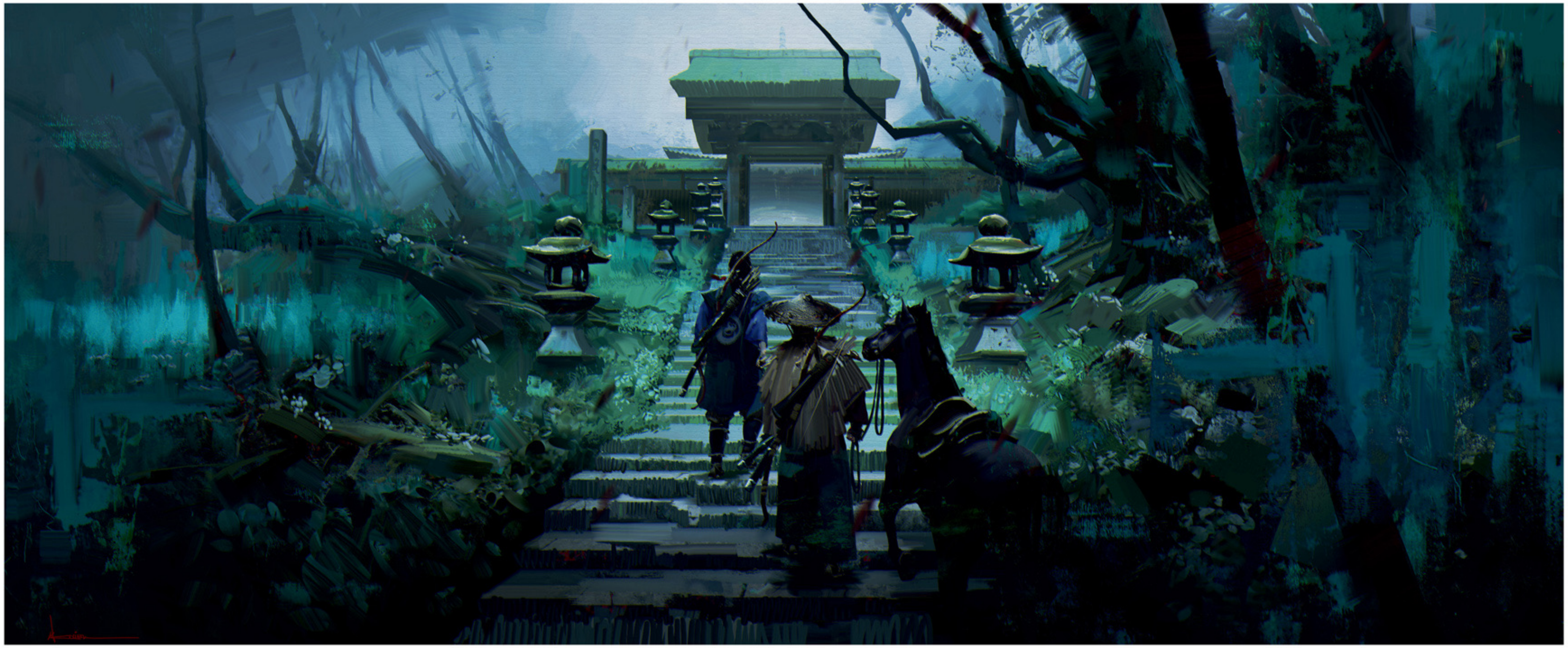


UMUGI COVE

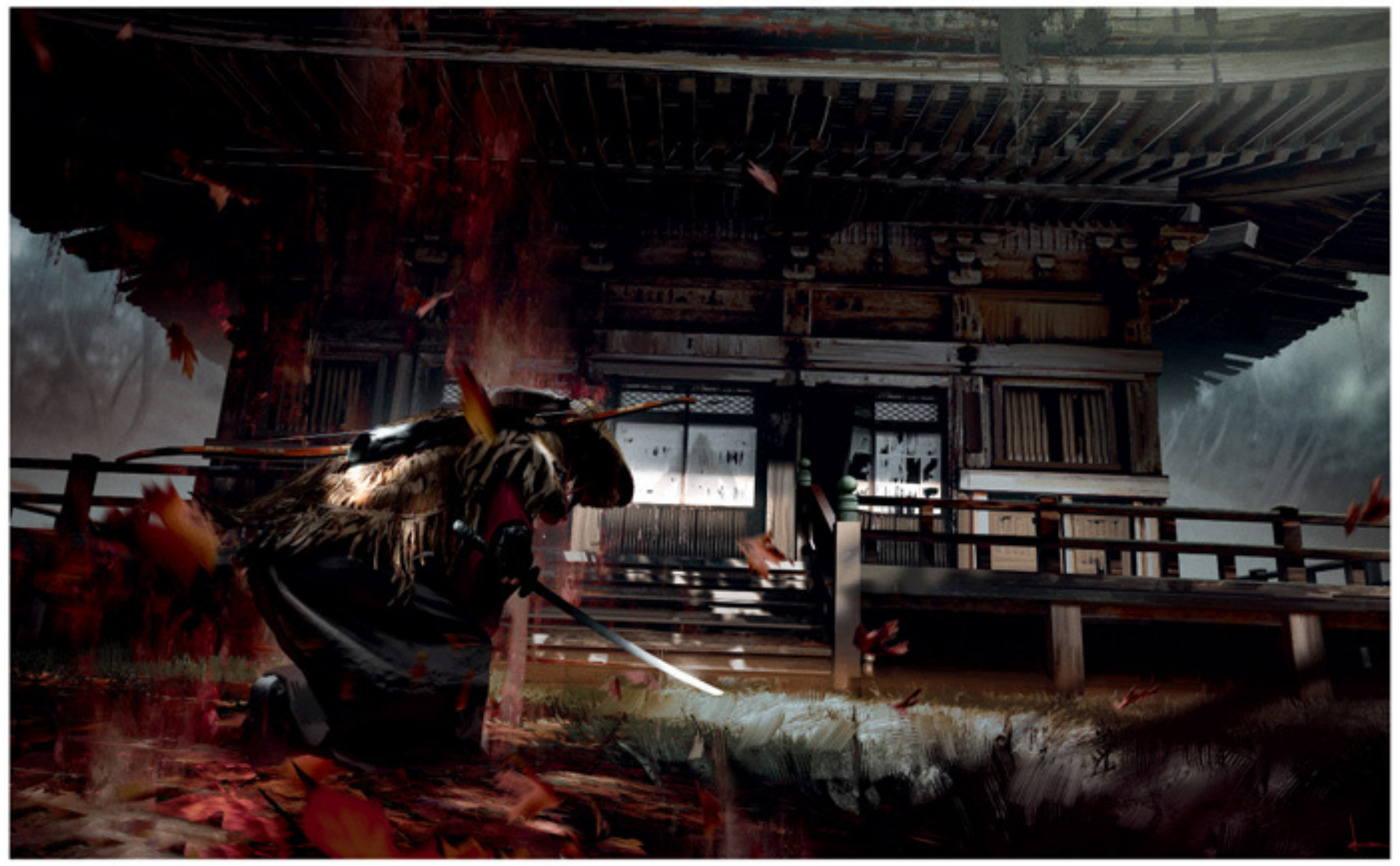
Umugi Cove is a town filled with pirates and thieves, where bandits skulk in the shadows and where visitors should always watch their backs. The structures seen here are unique, with Chinese influences giving it a bit of a different feel than other areas.

KUSHI TEMPLE

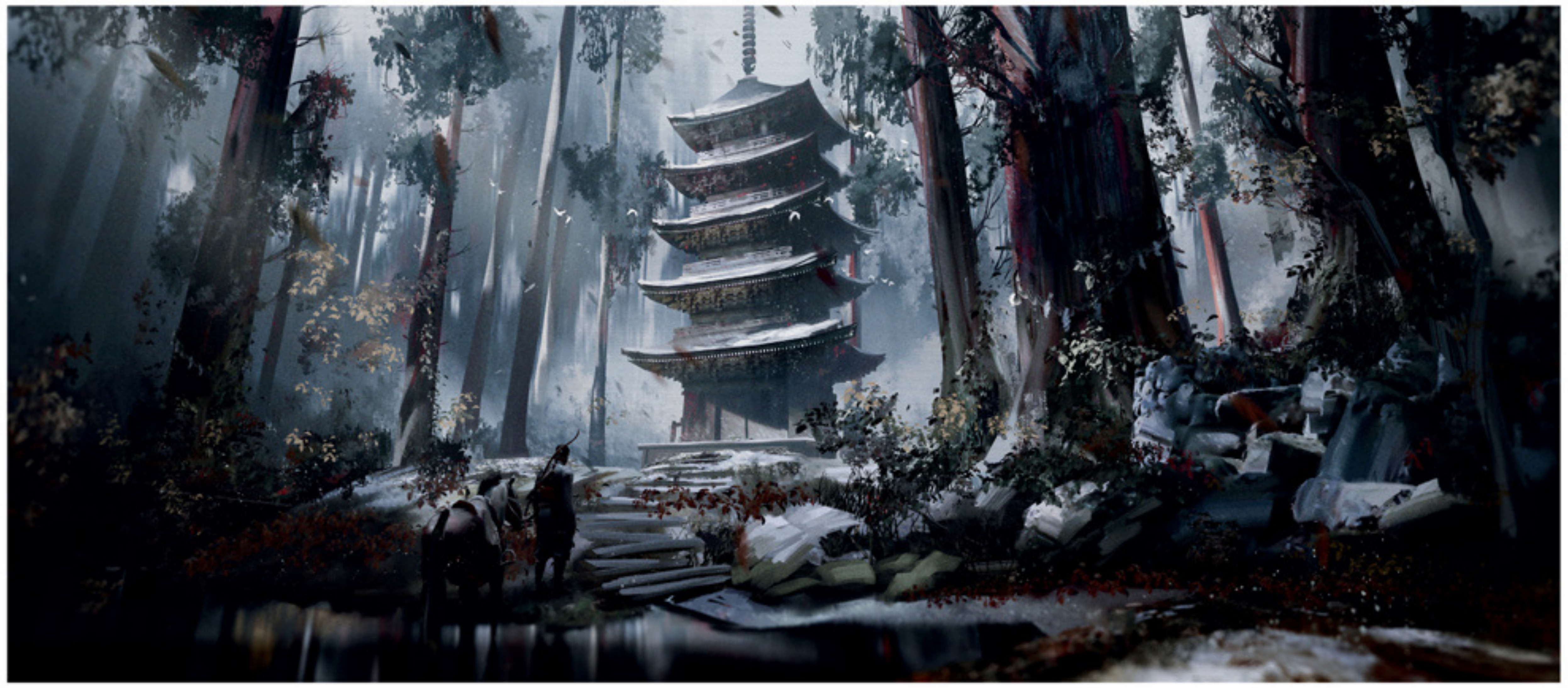
Kushi Temple lies in the middle of a beautiful bamboo forest. The thick, low fog surrounding the temple and the cold, wet atmosphere in these images are there to make it feel a bit more mysterious than the other temples in the game.



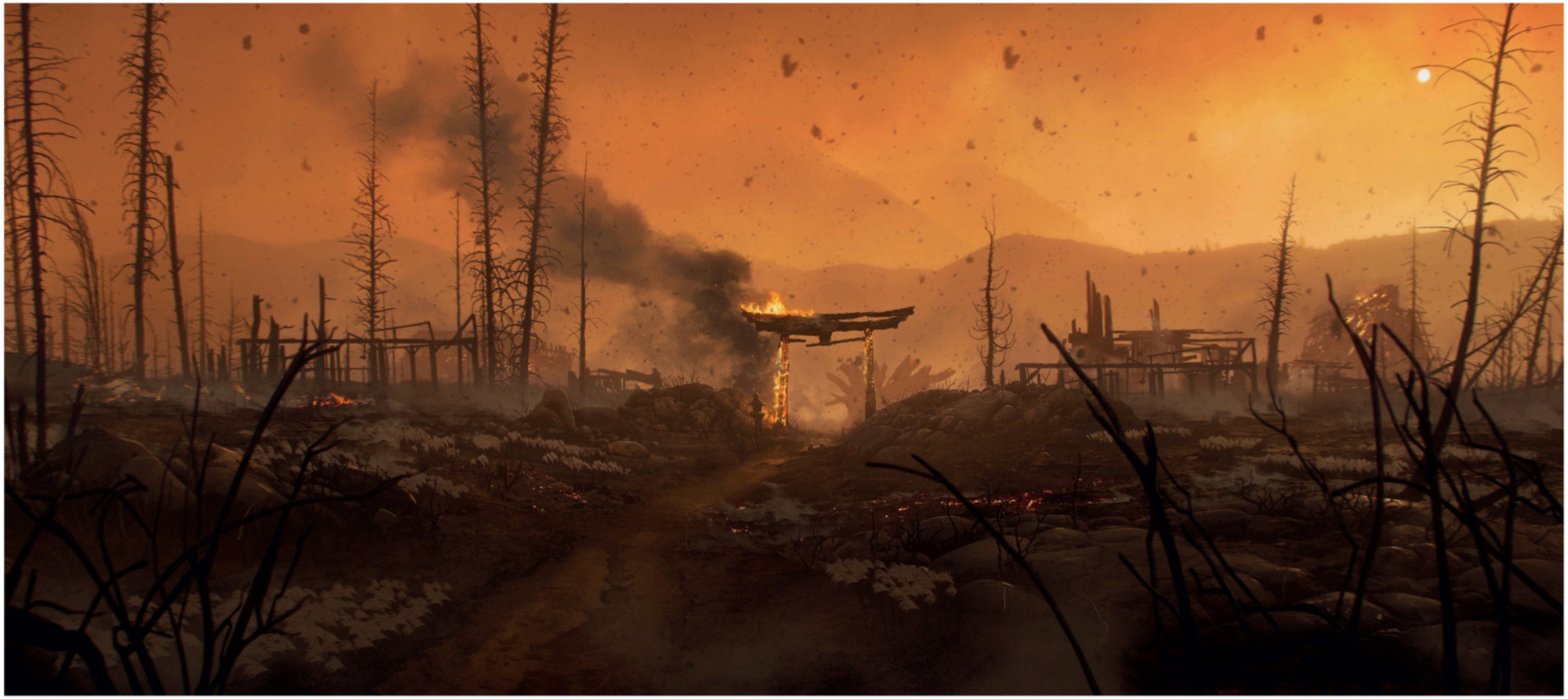
Otsuna Temple



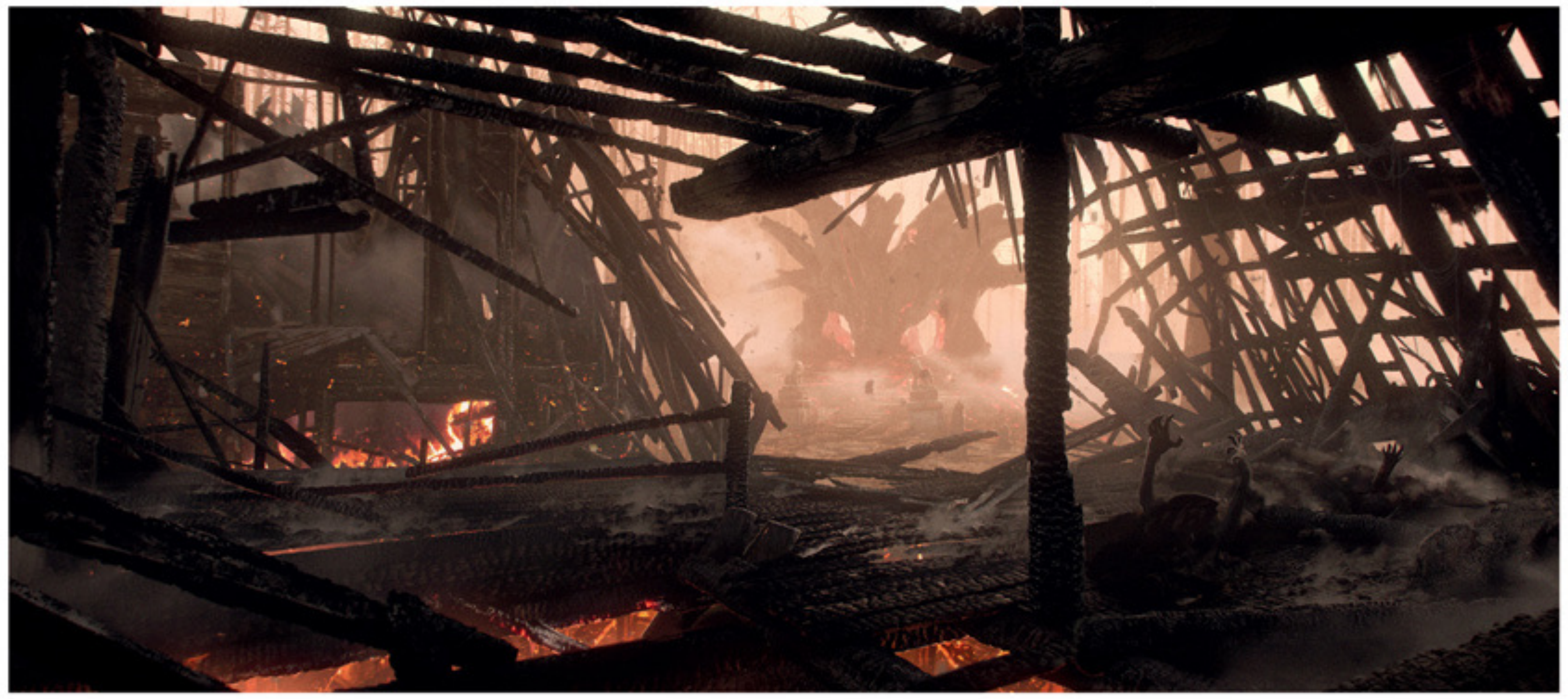
Temple Shoji



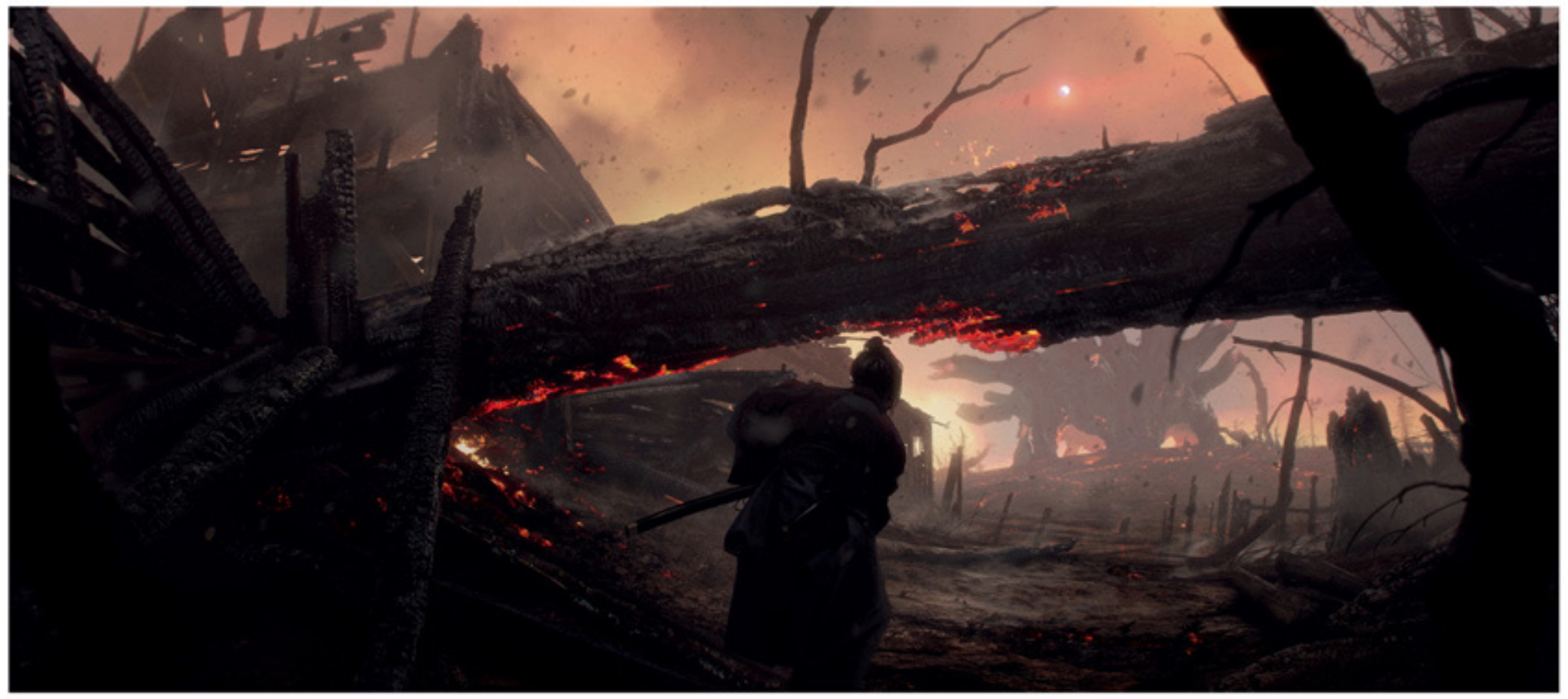
Cedar Forest Temple



Kin Landscape

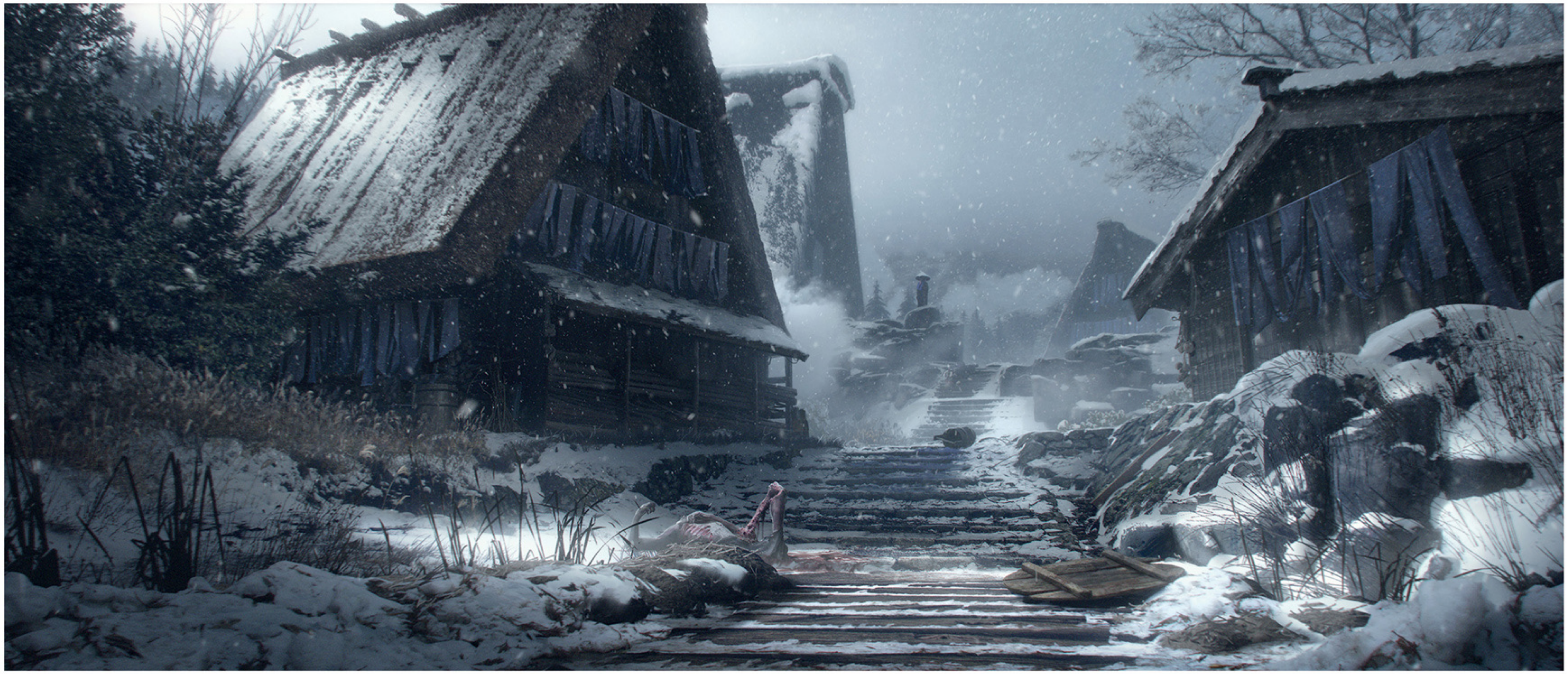


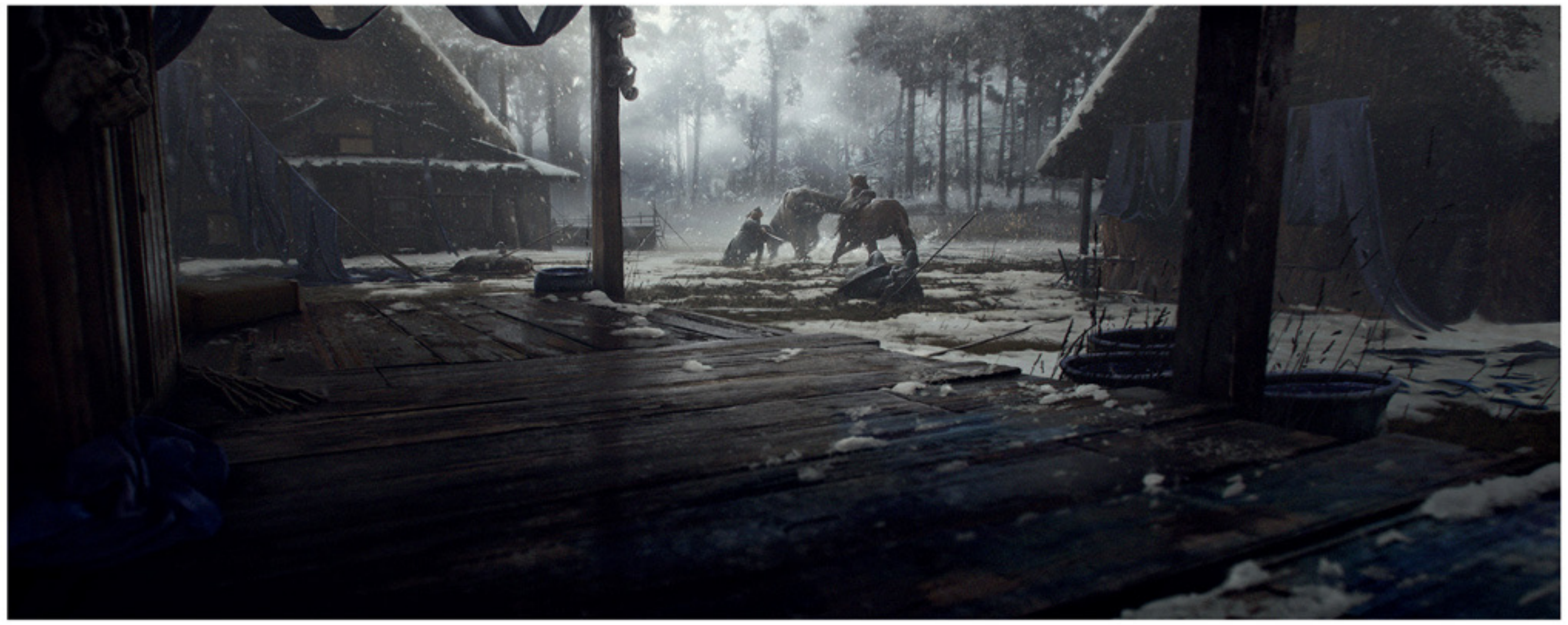
Kin Landscape



Kin Landscape

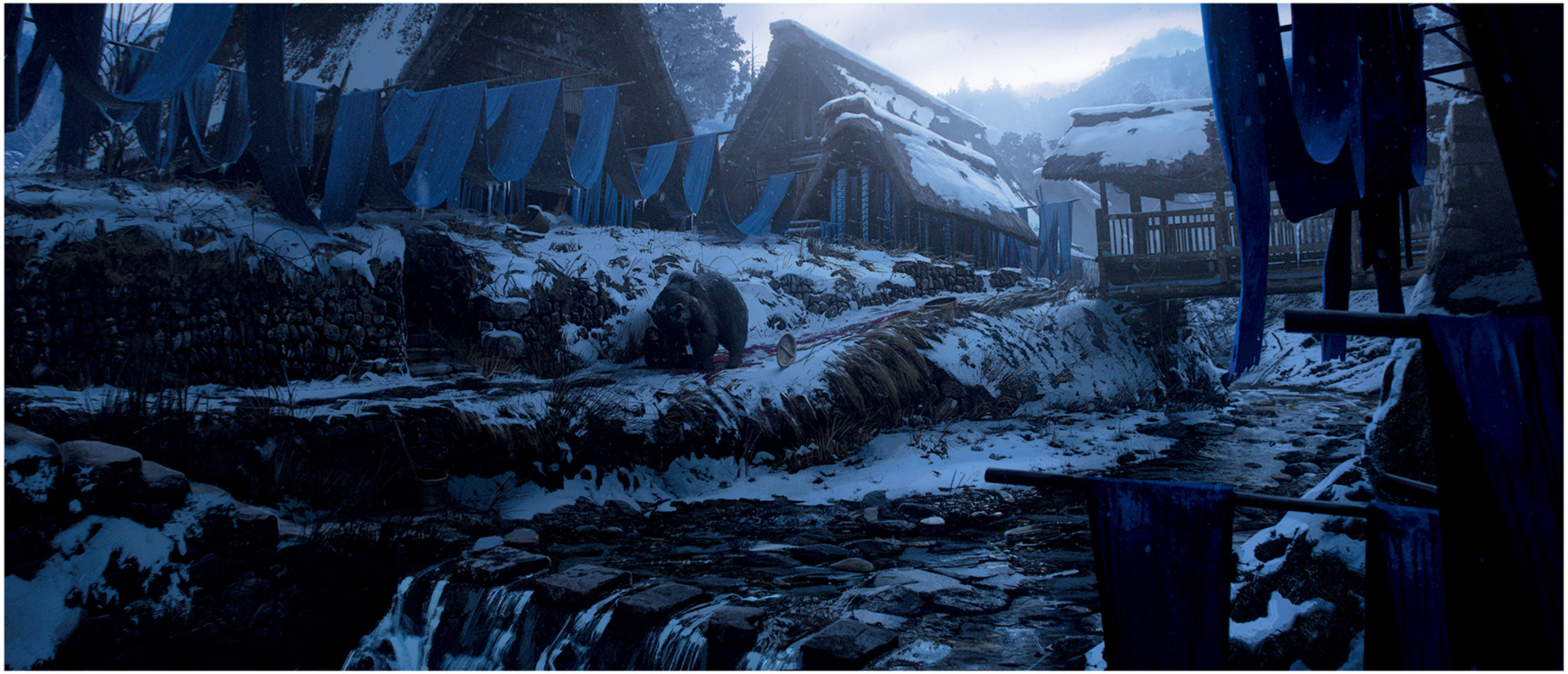
Kin Landscape

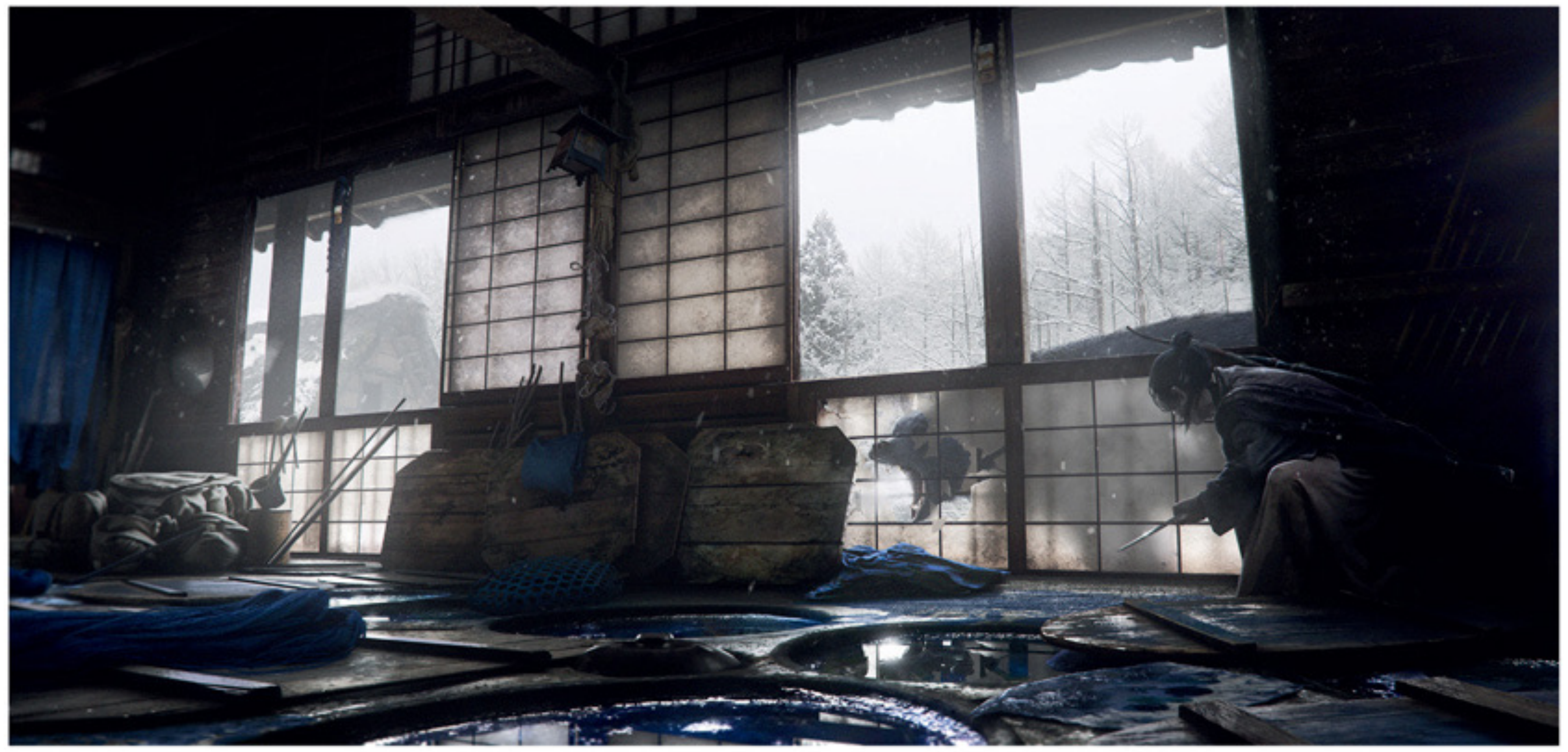


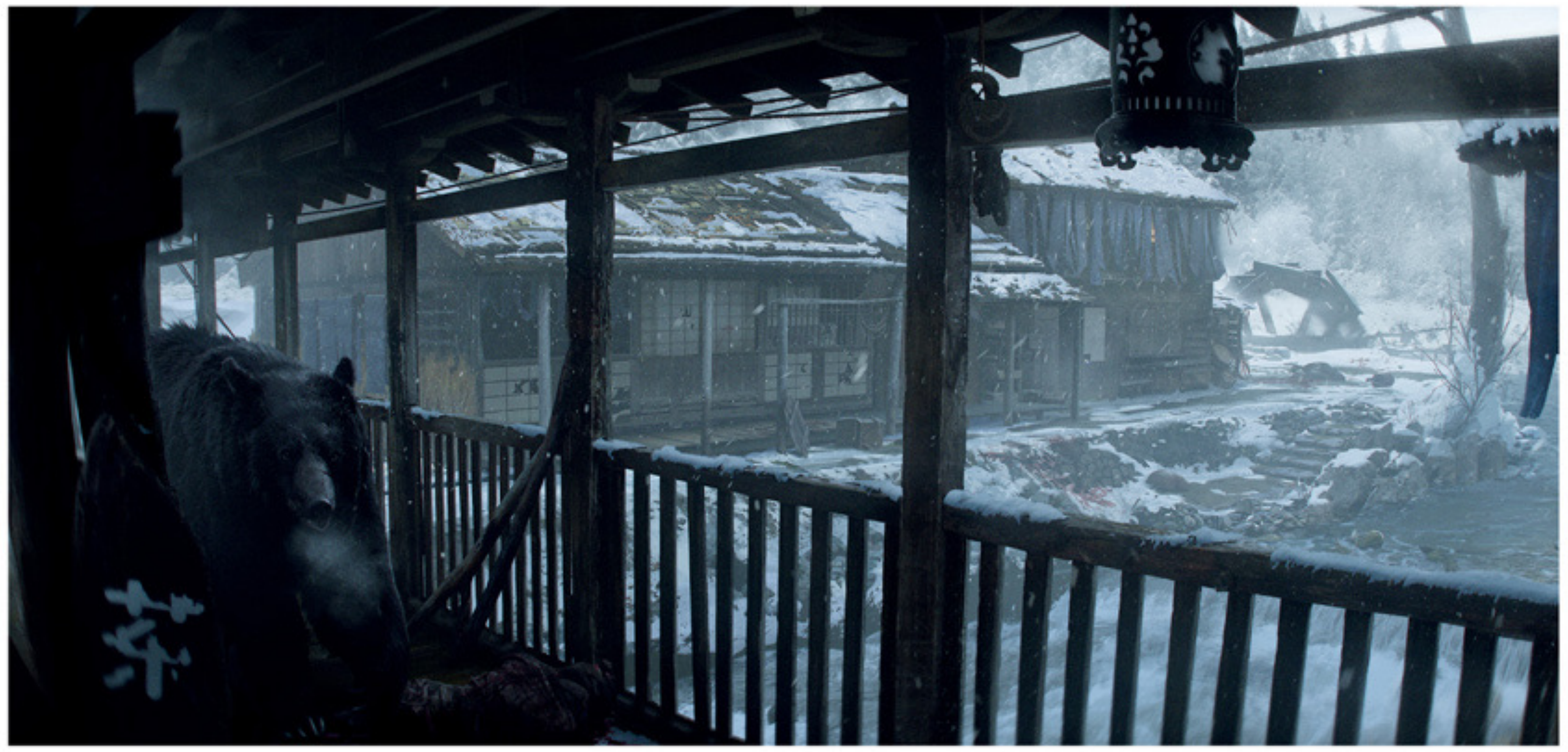


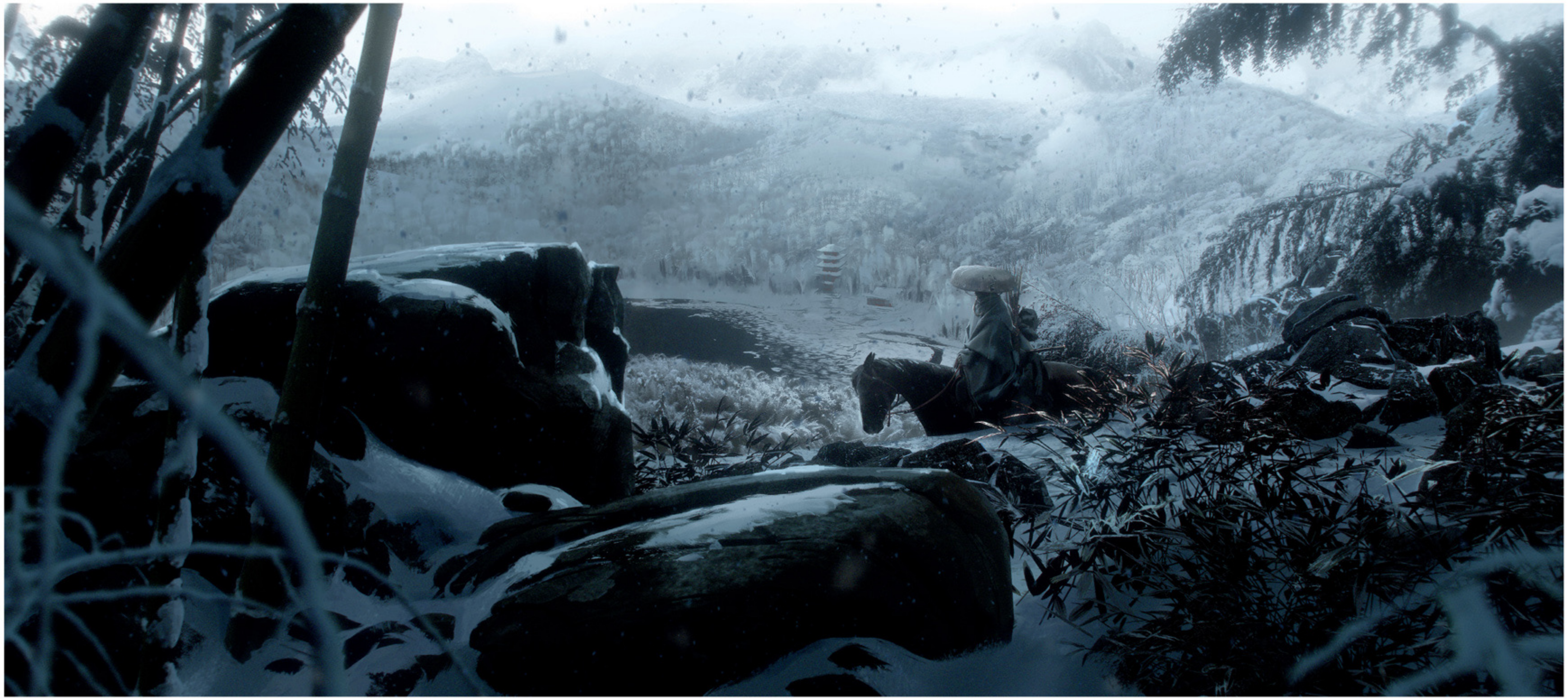
SAGO

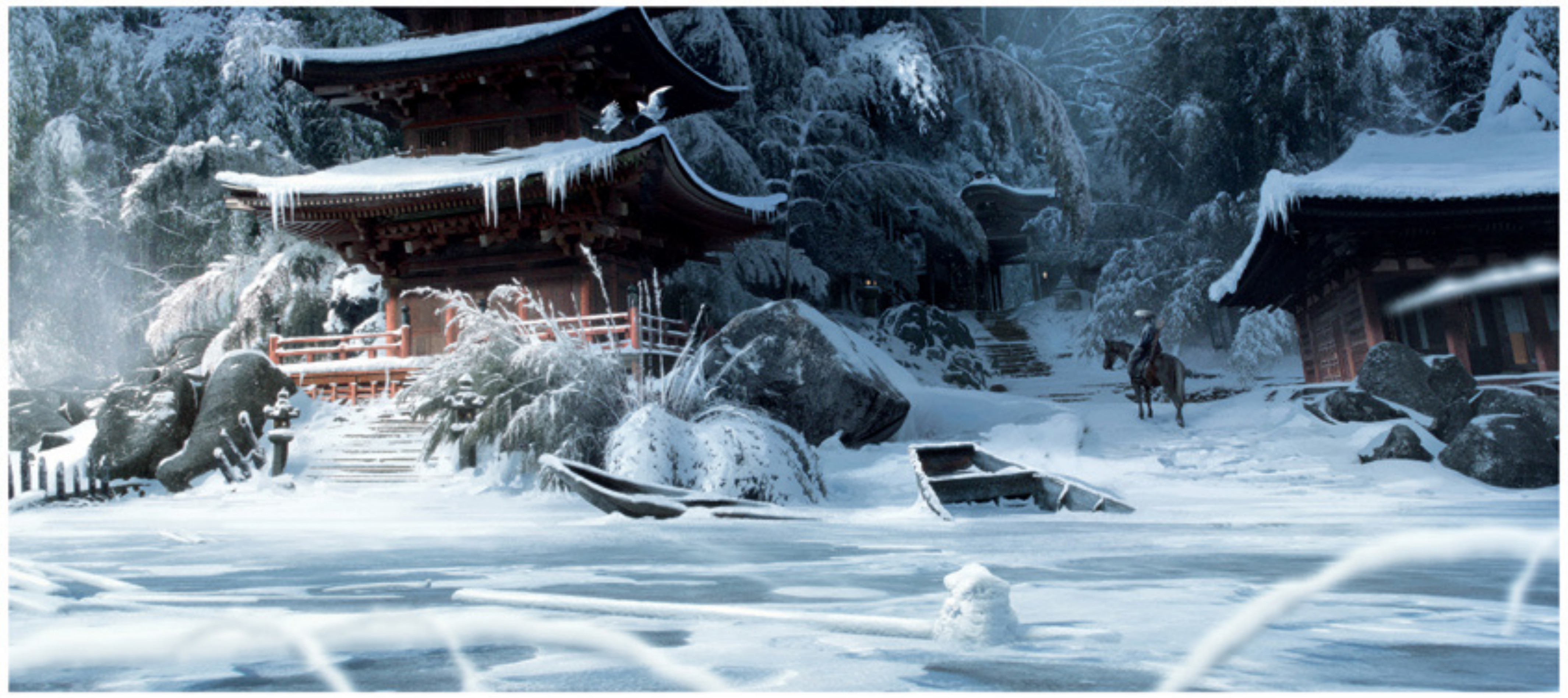
Sago, a beautiful, isolated town in the frozen north, has been abandoned in the wake of the Mongol invasion. These sketches are intended to feel inhospitable and dangerous. The area is filled with bears that were driven from their habitats by raging forest fires set by the Mongols.

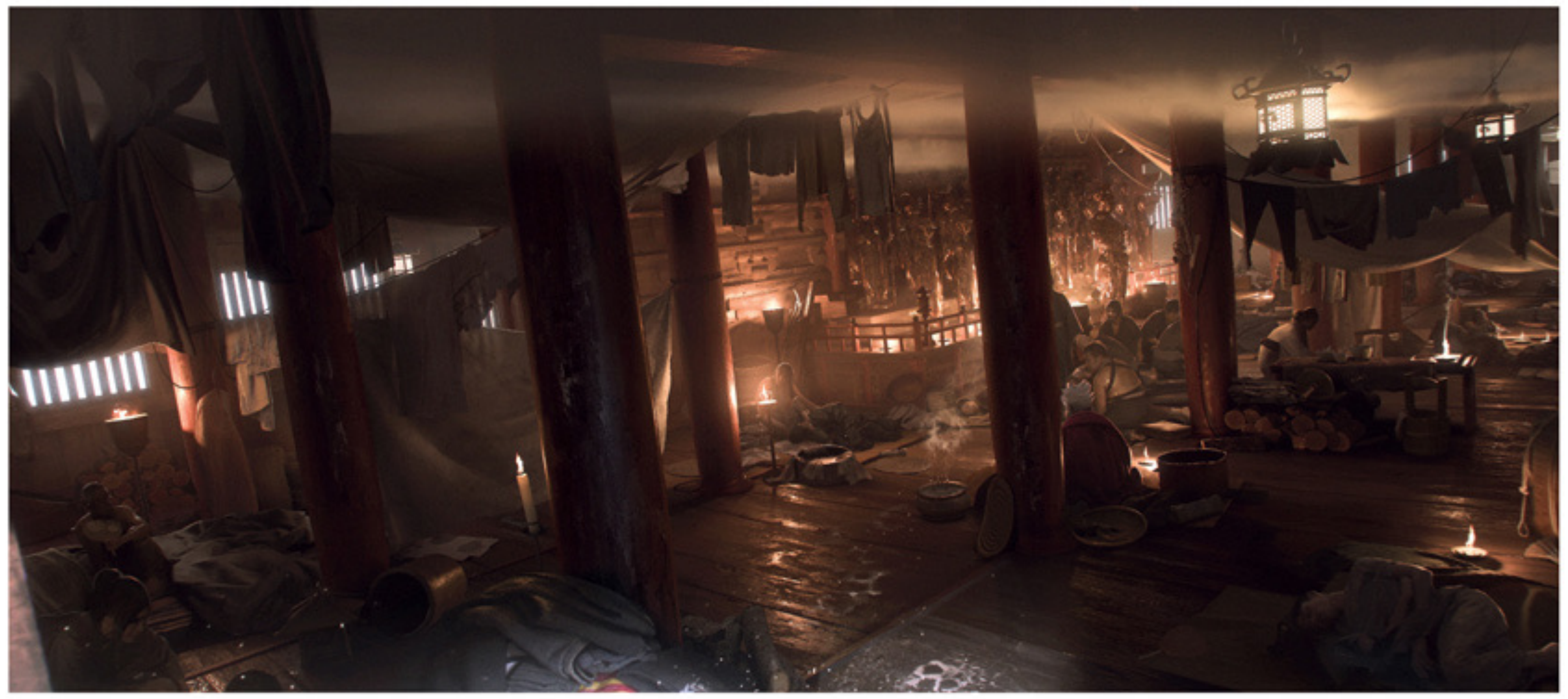


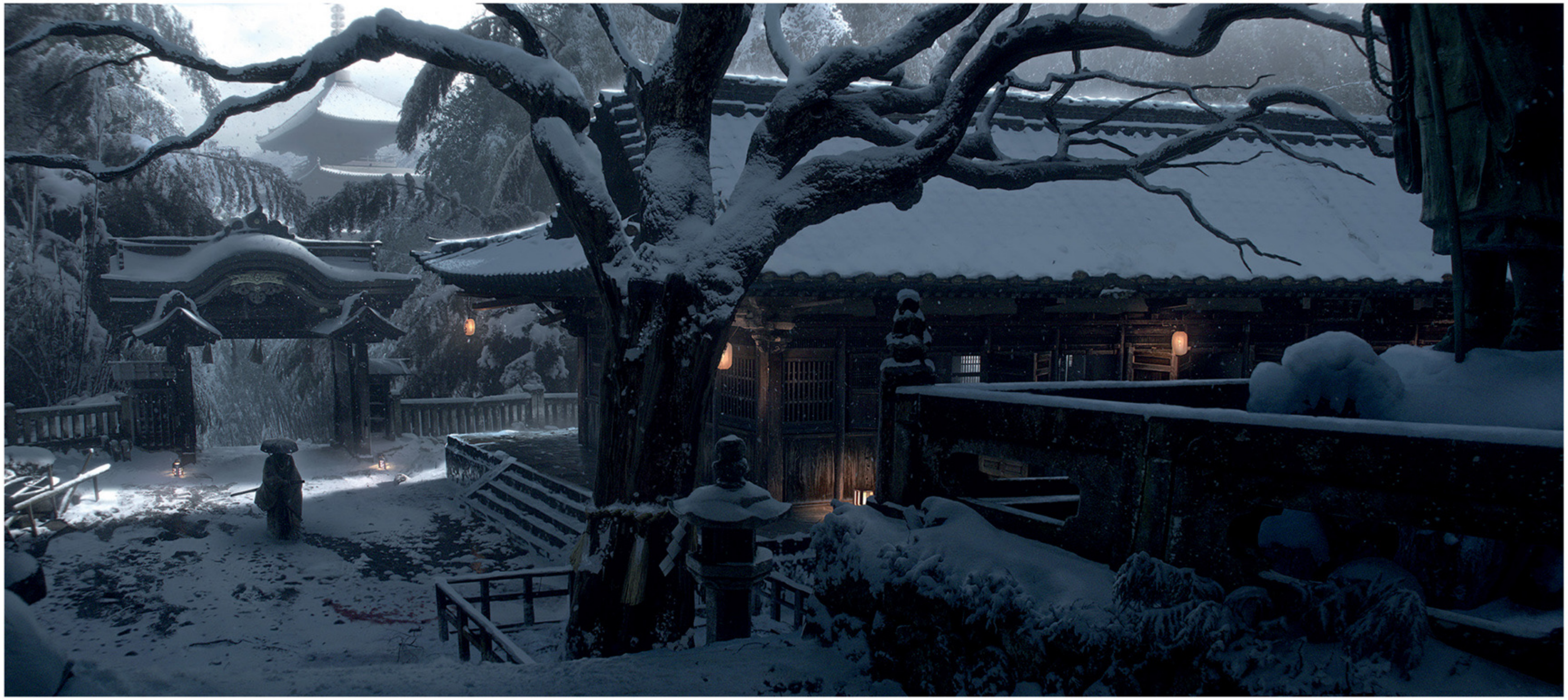


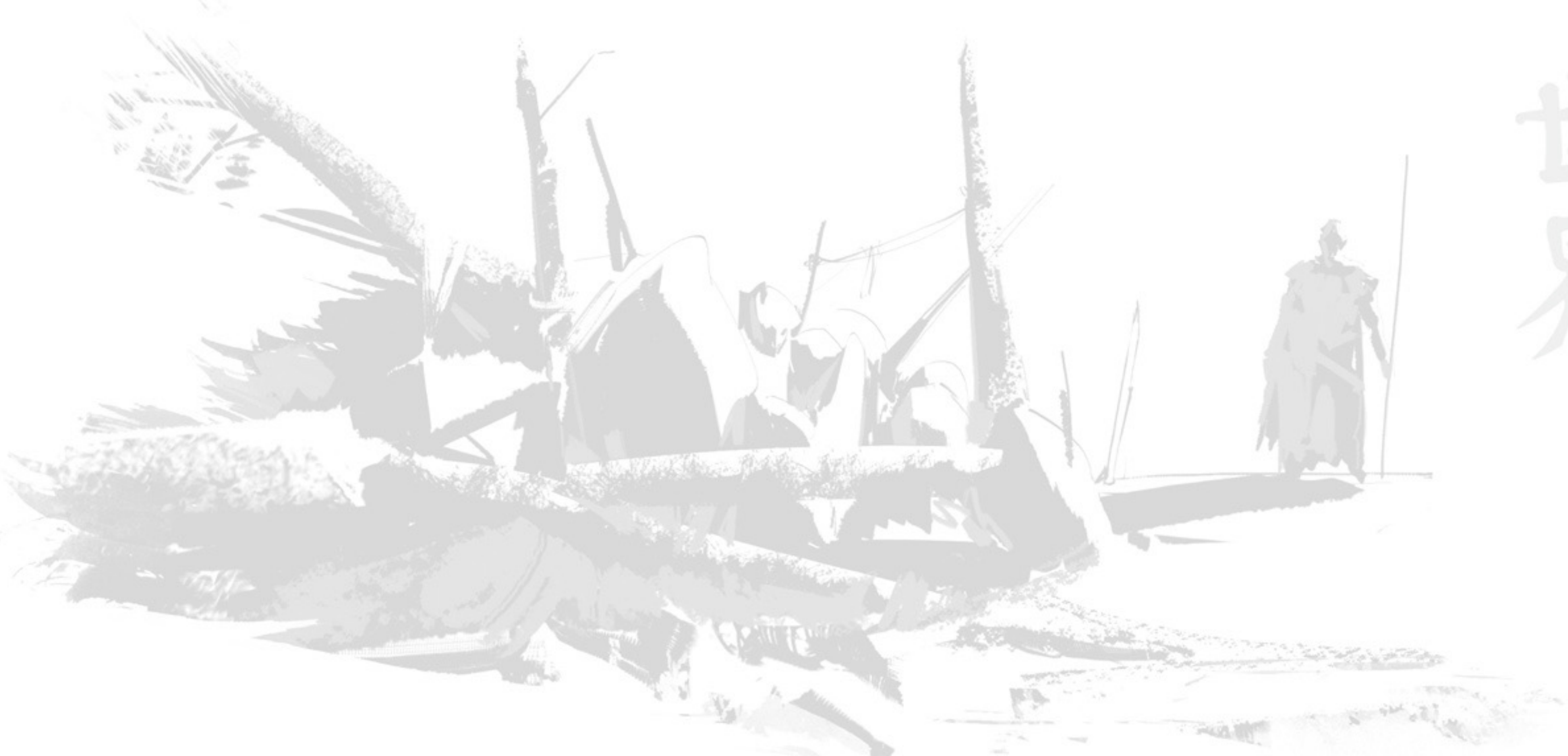










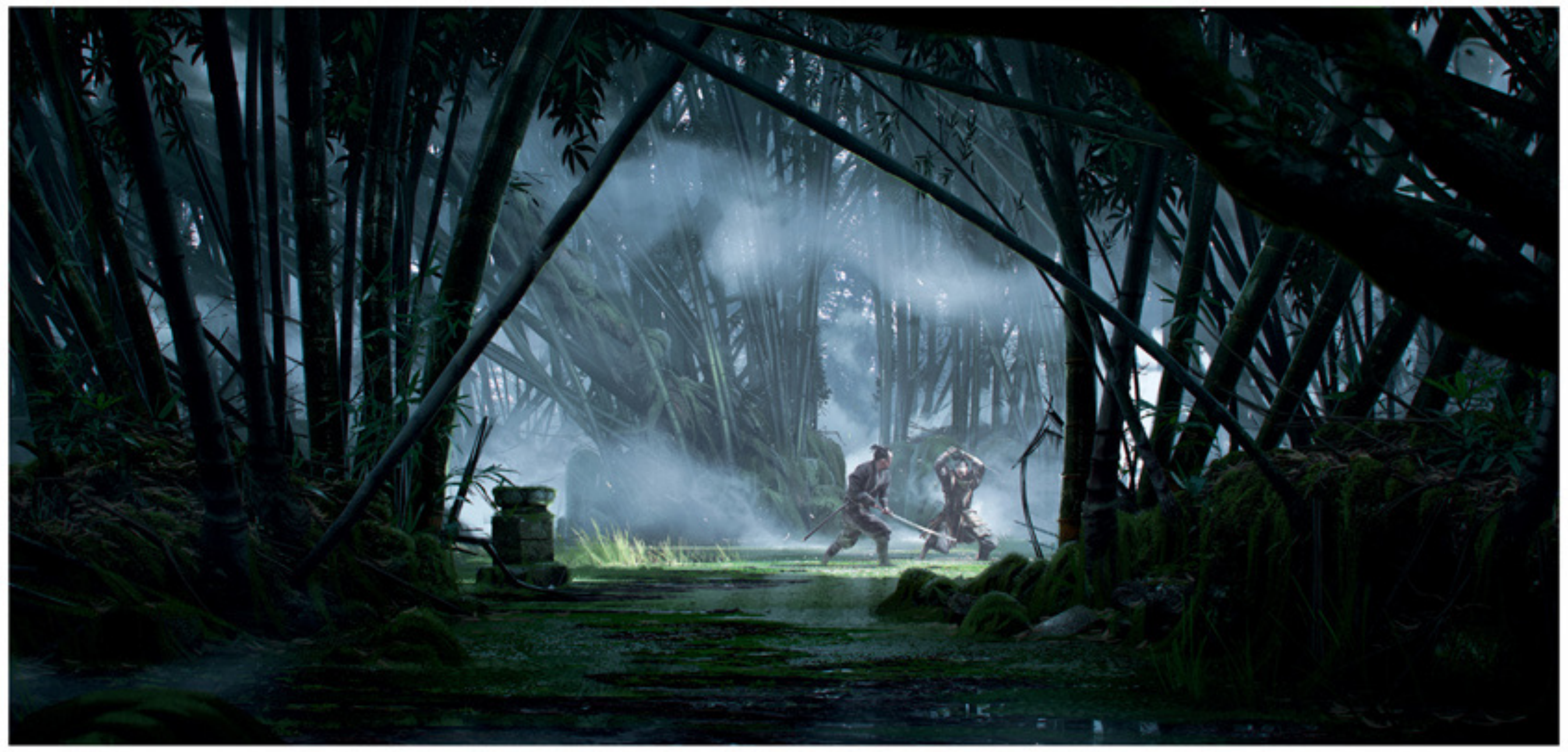


JOGAKU TEMPLE

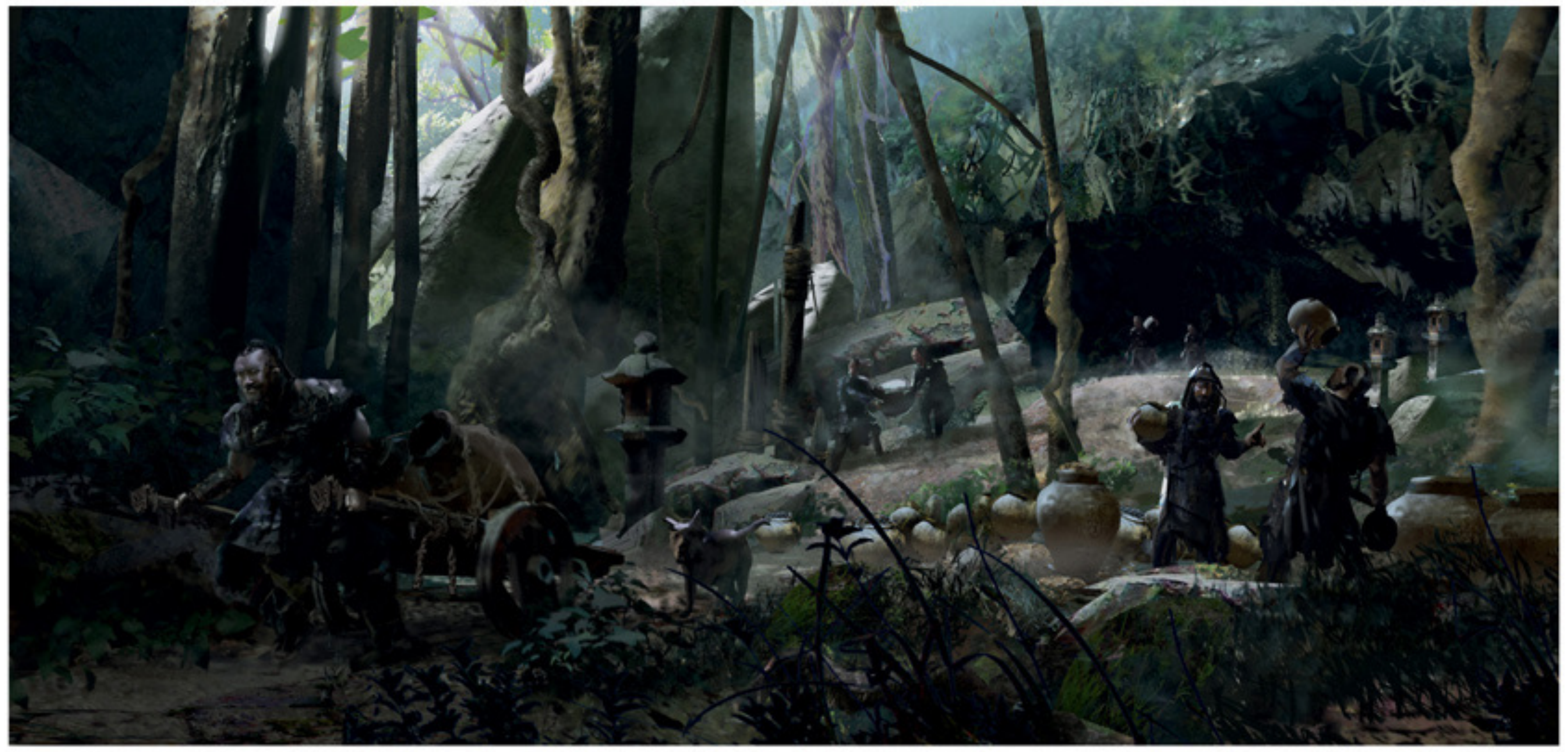
Jogaku is the temple furthest to the north and is meant to feel very cold and quiet in the images seen here. The frozen waterfalls inside the temple are designed to reinforce the idea that it's almost frozen in time.

Kenji's House

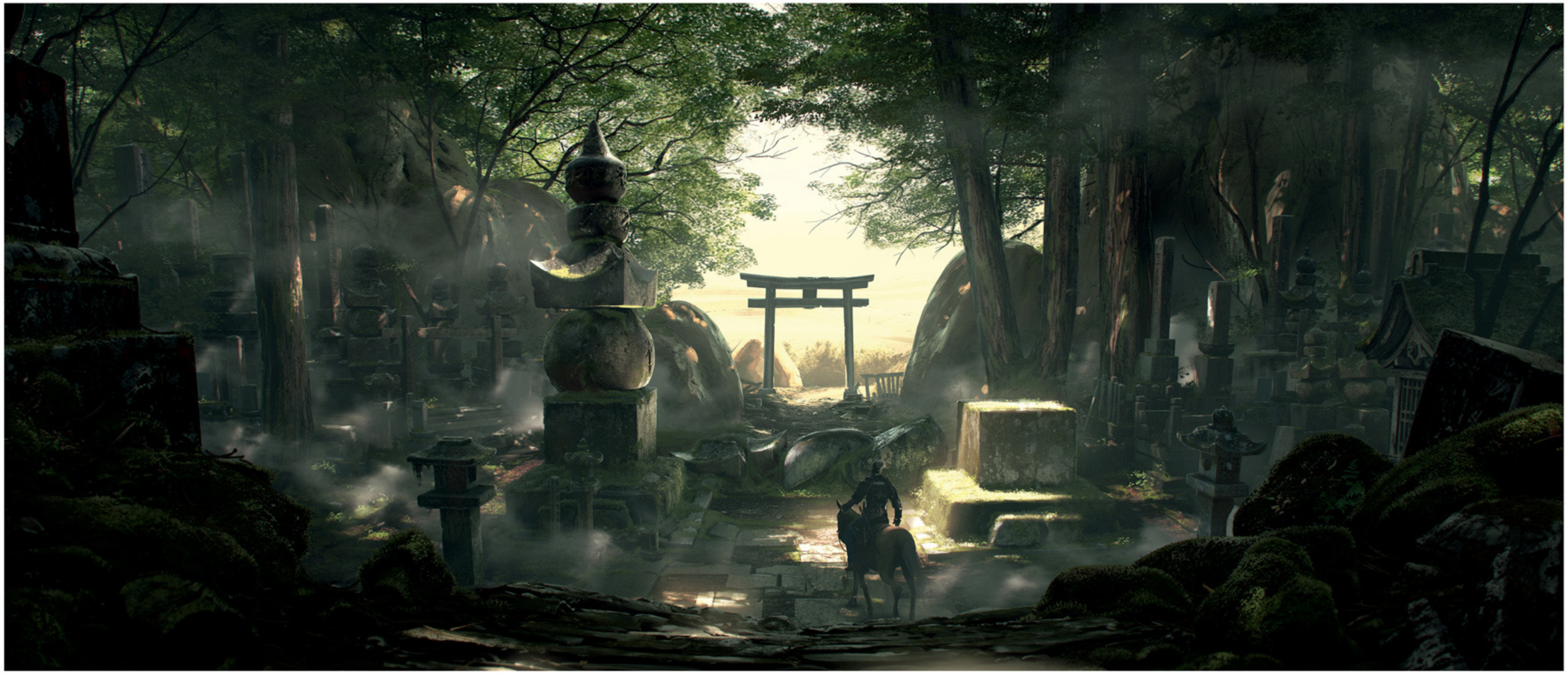
Kamakura Armor Tomb Entrance



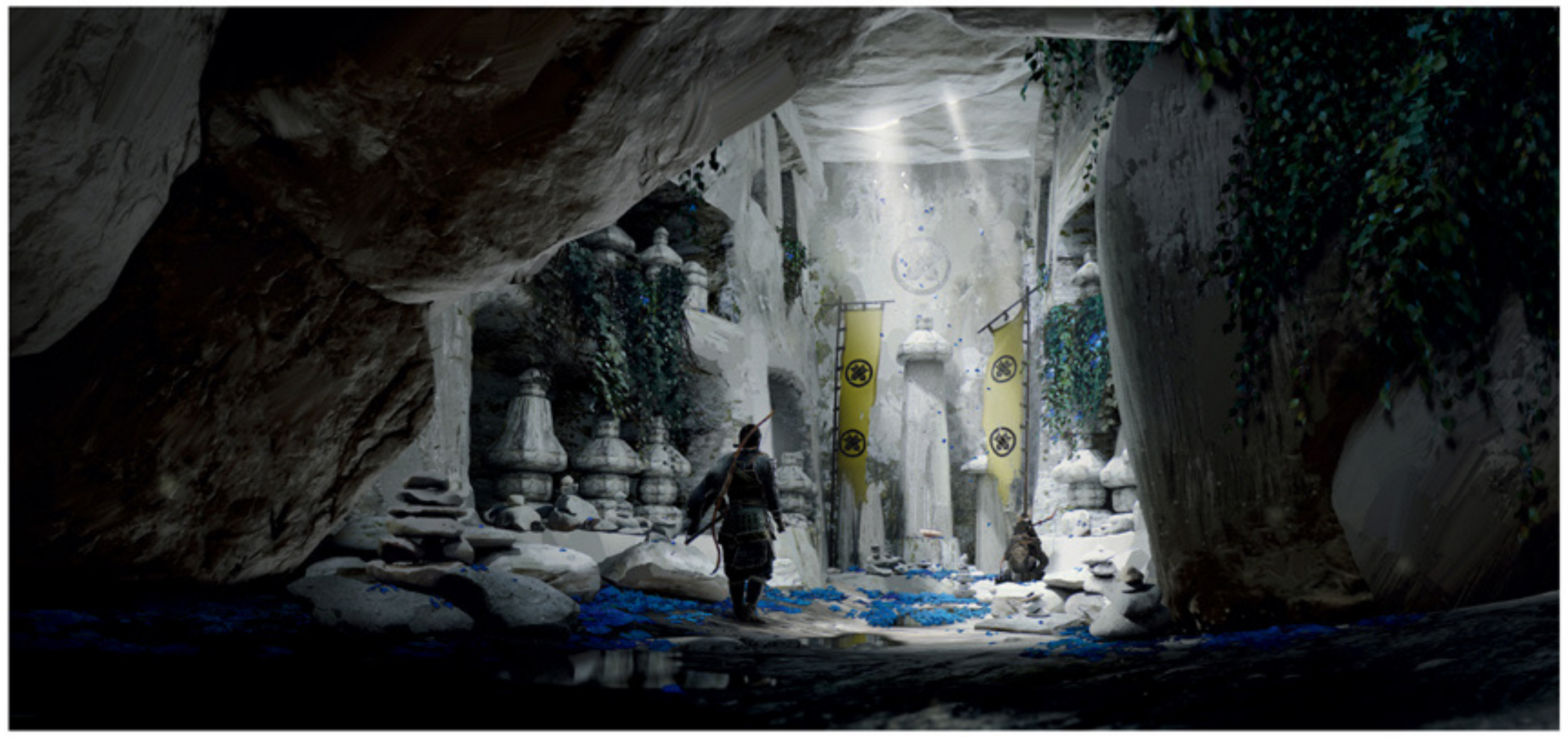
Bamboo Forest



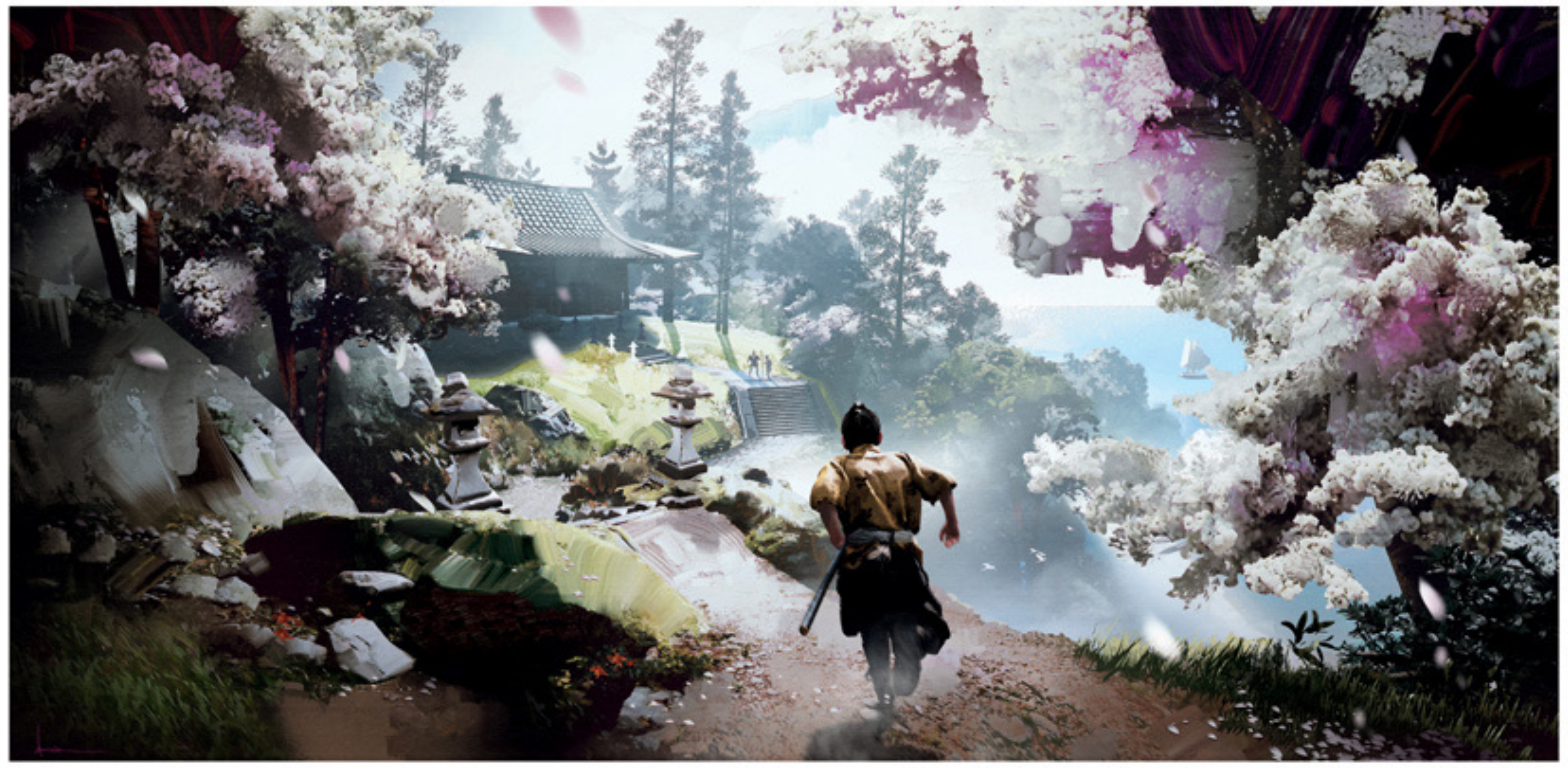
Cave Enterance



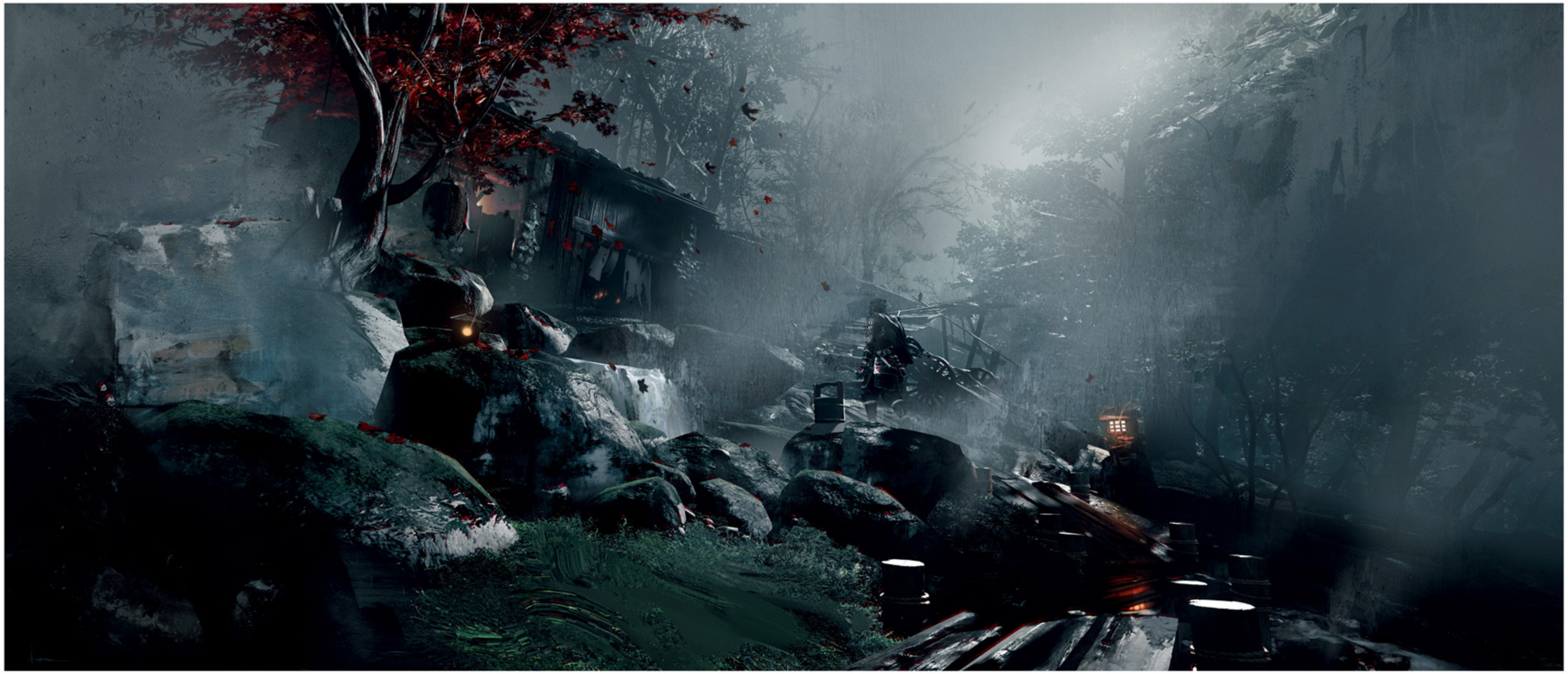
Road to Kanada



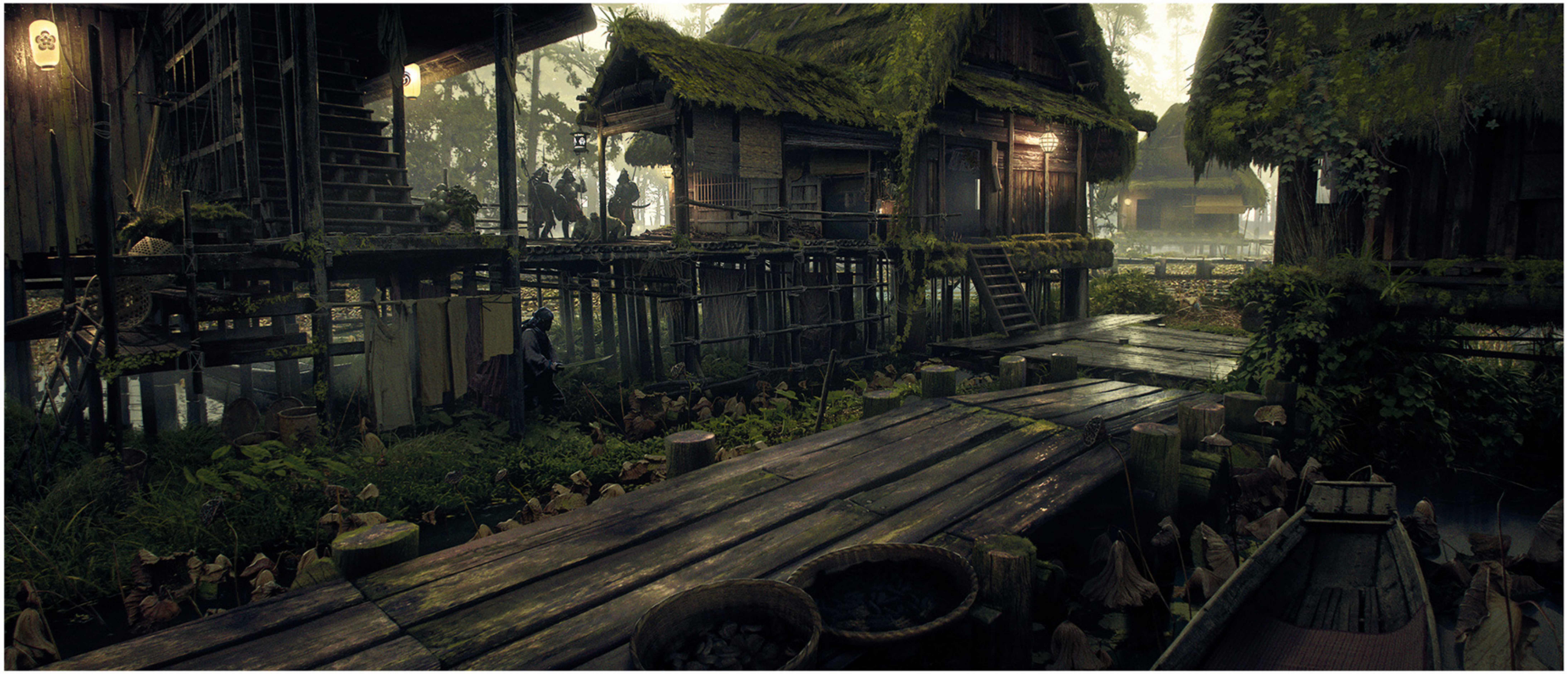
Hidden Tomb



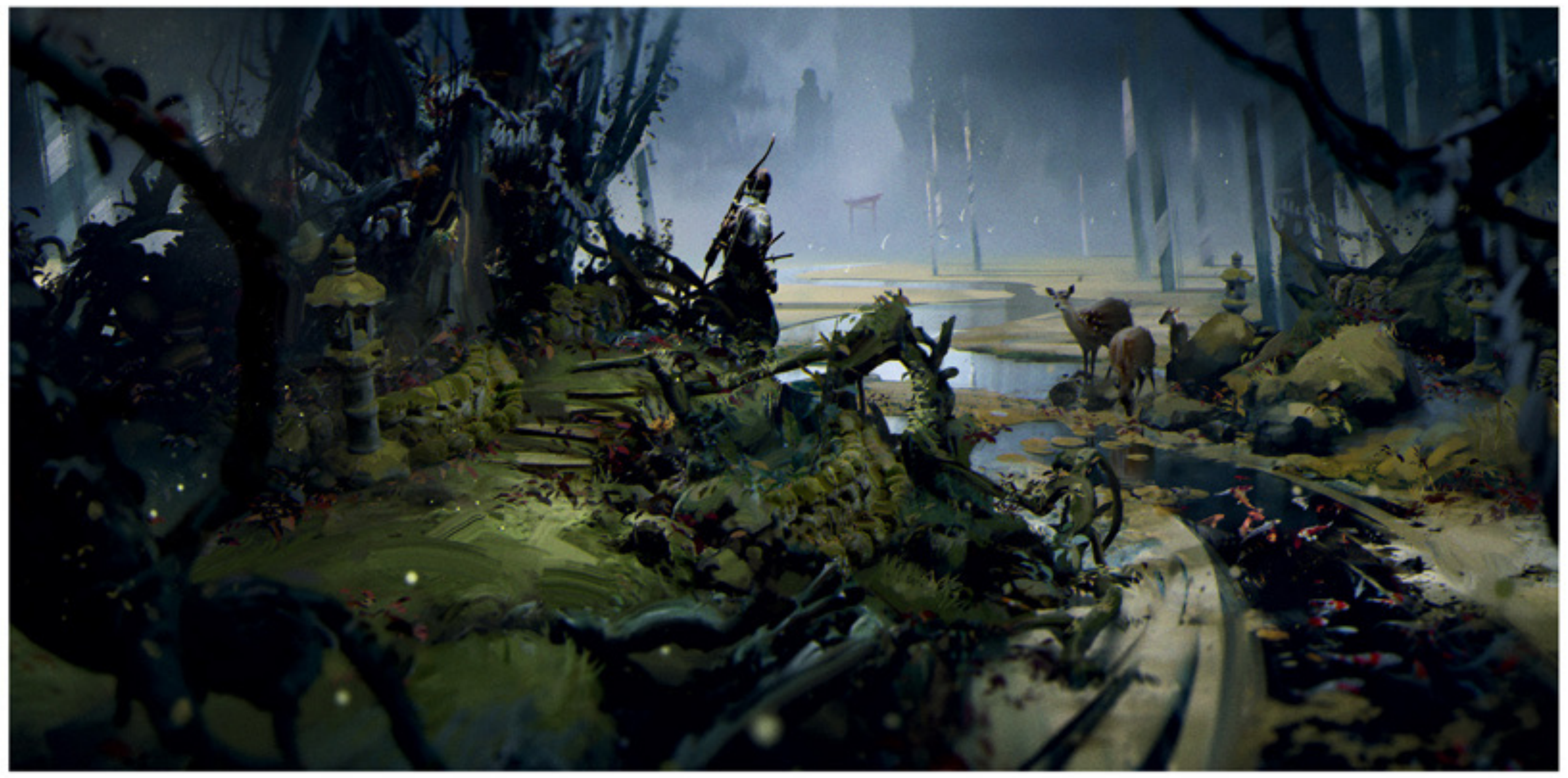
Omi Monastery



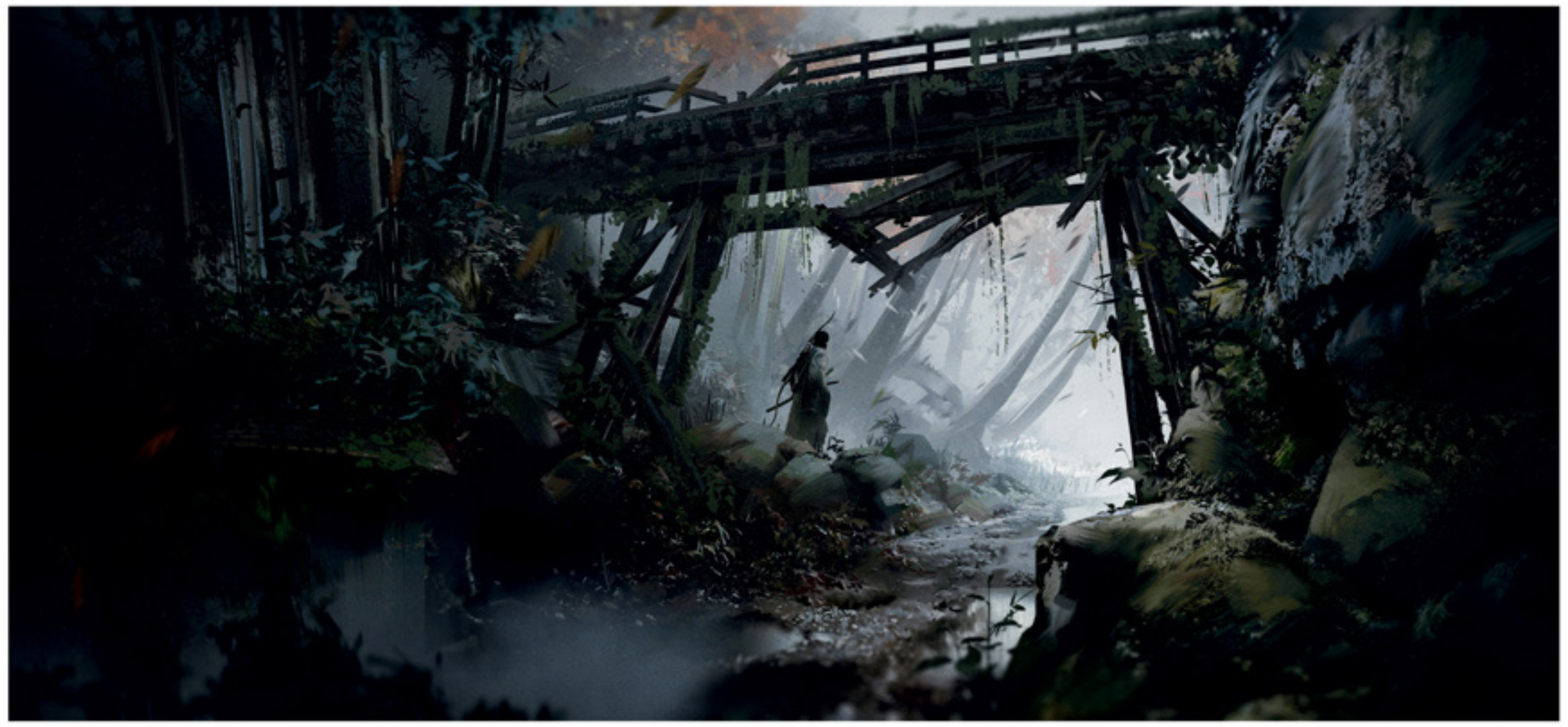
Ghost Den



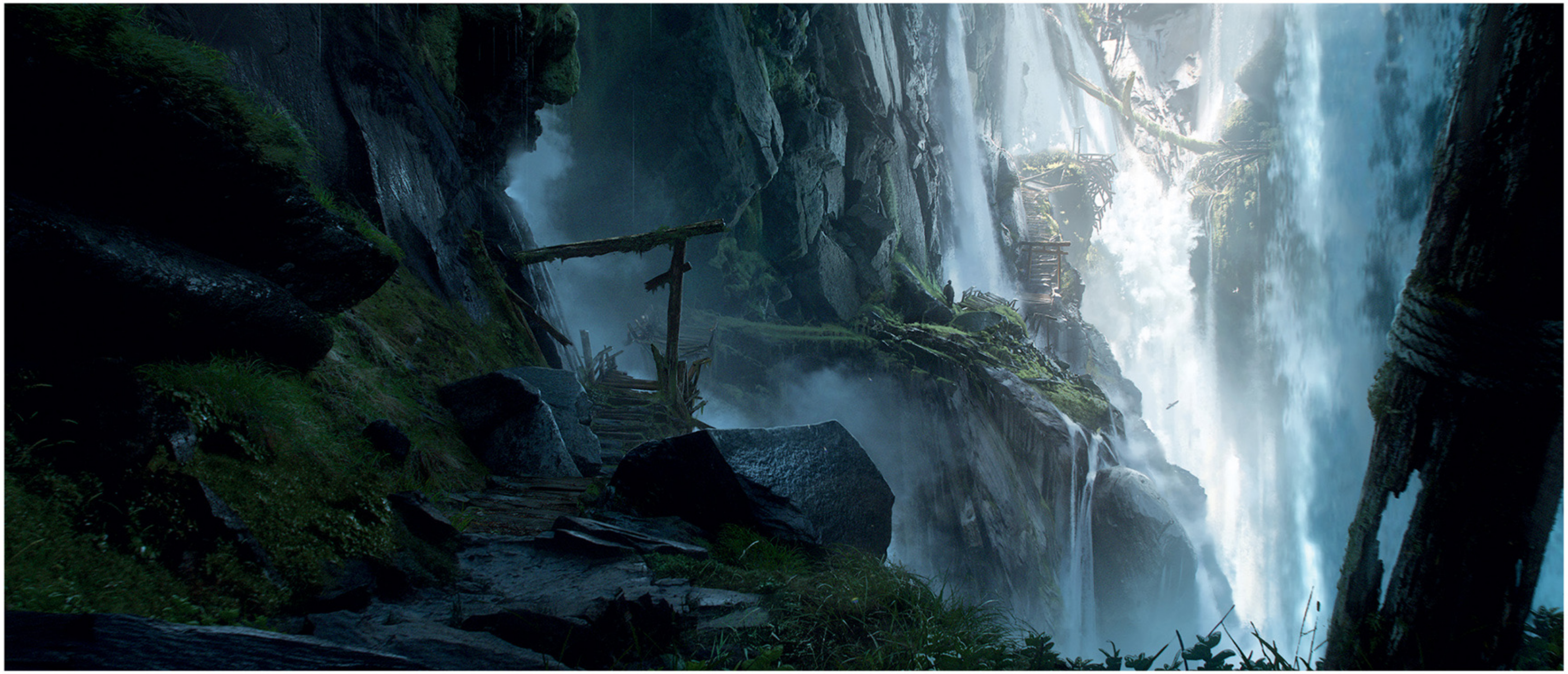
Village



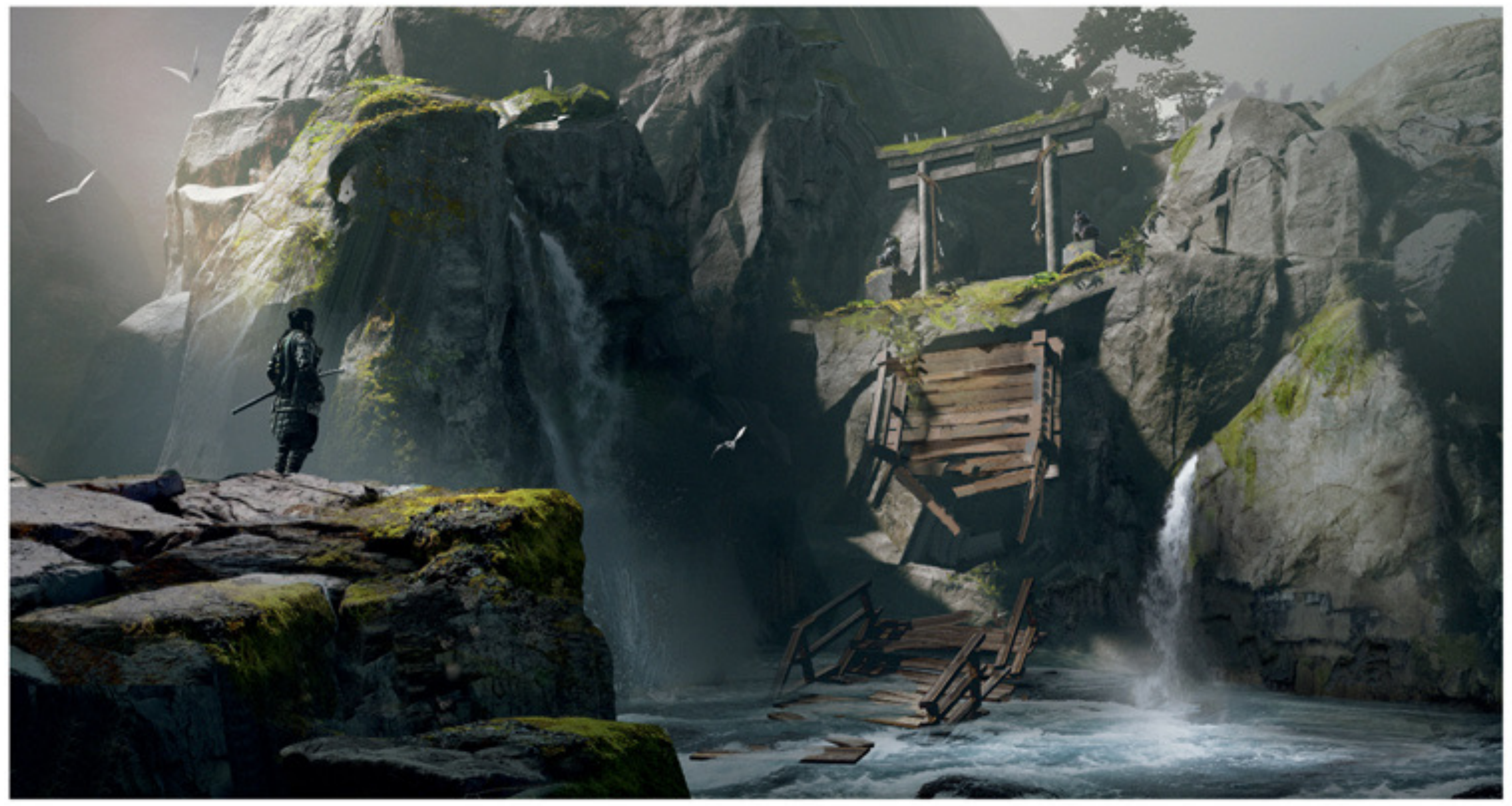
Wetlands



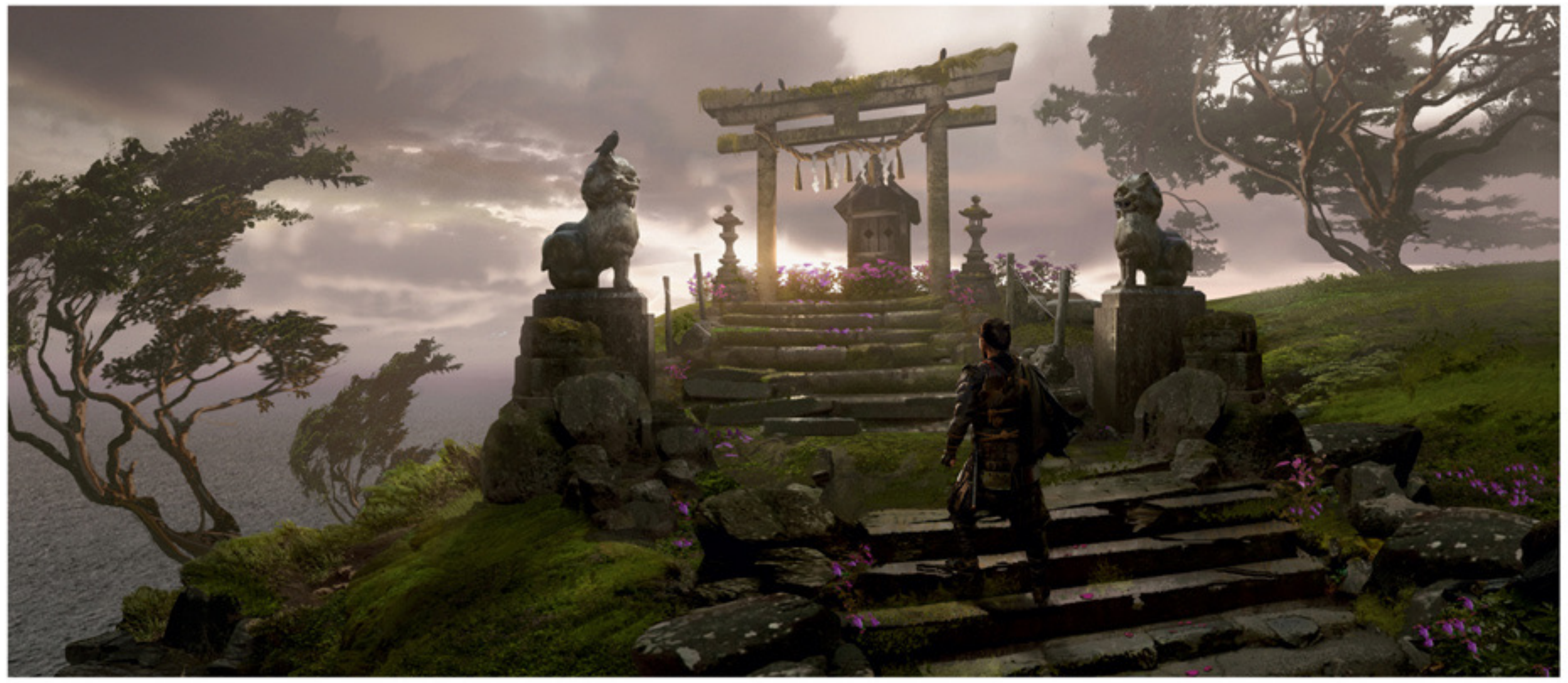
Wetlands Base



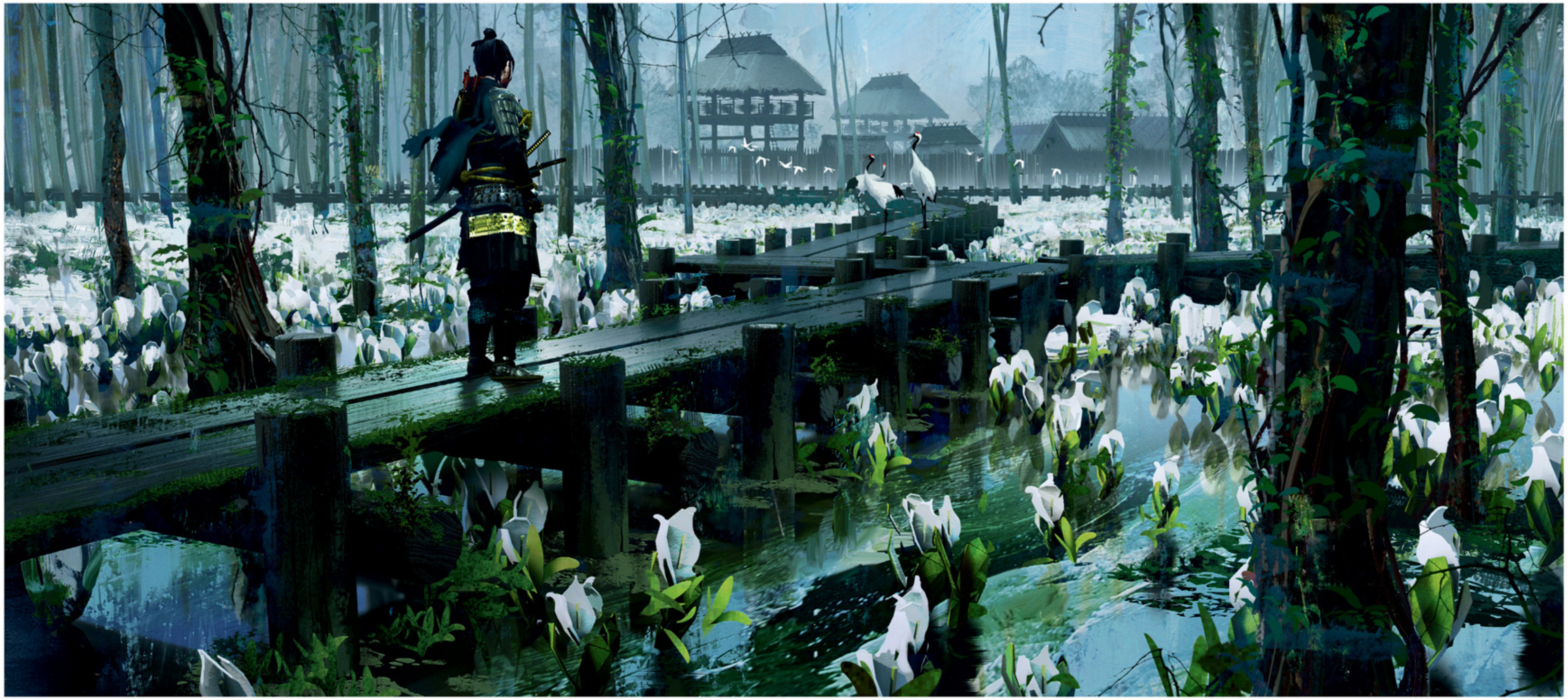
Izuhara Shrine Bridge

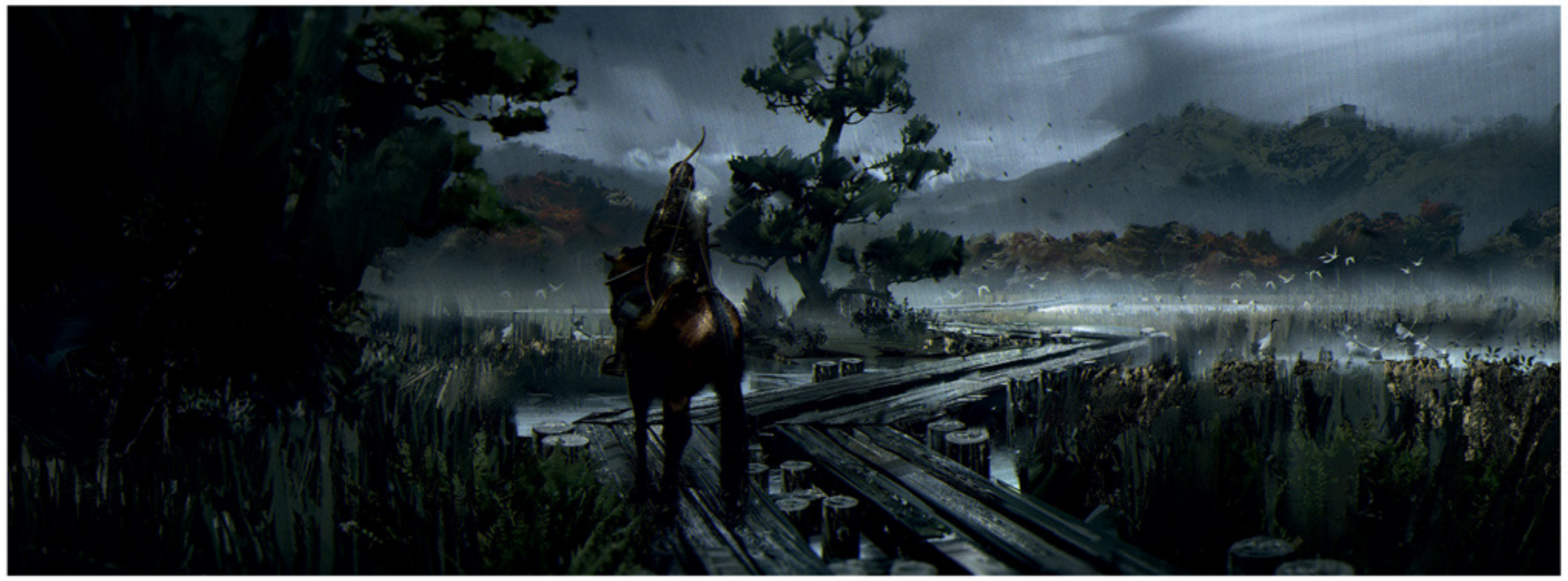


Kushi Shrine Bridge



Kushi Shrine

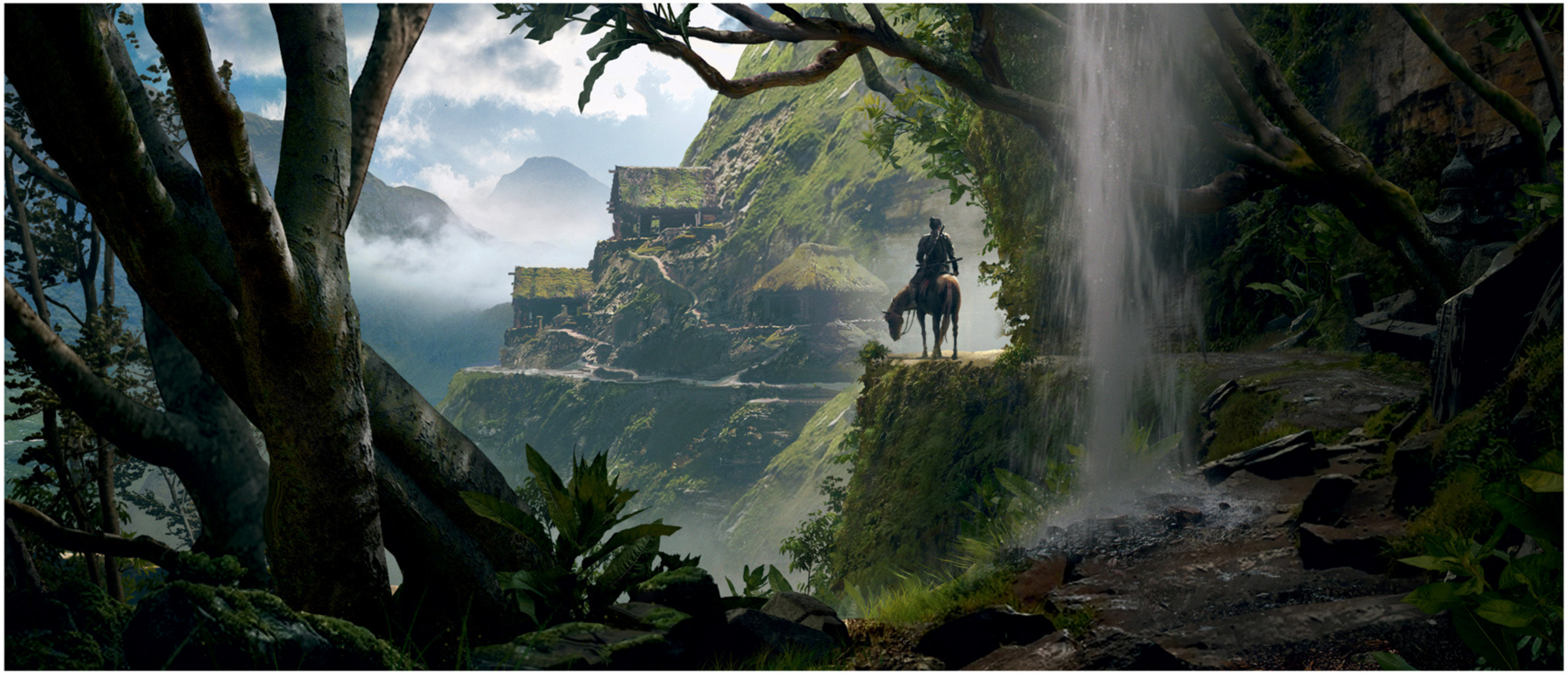




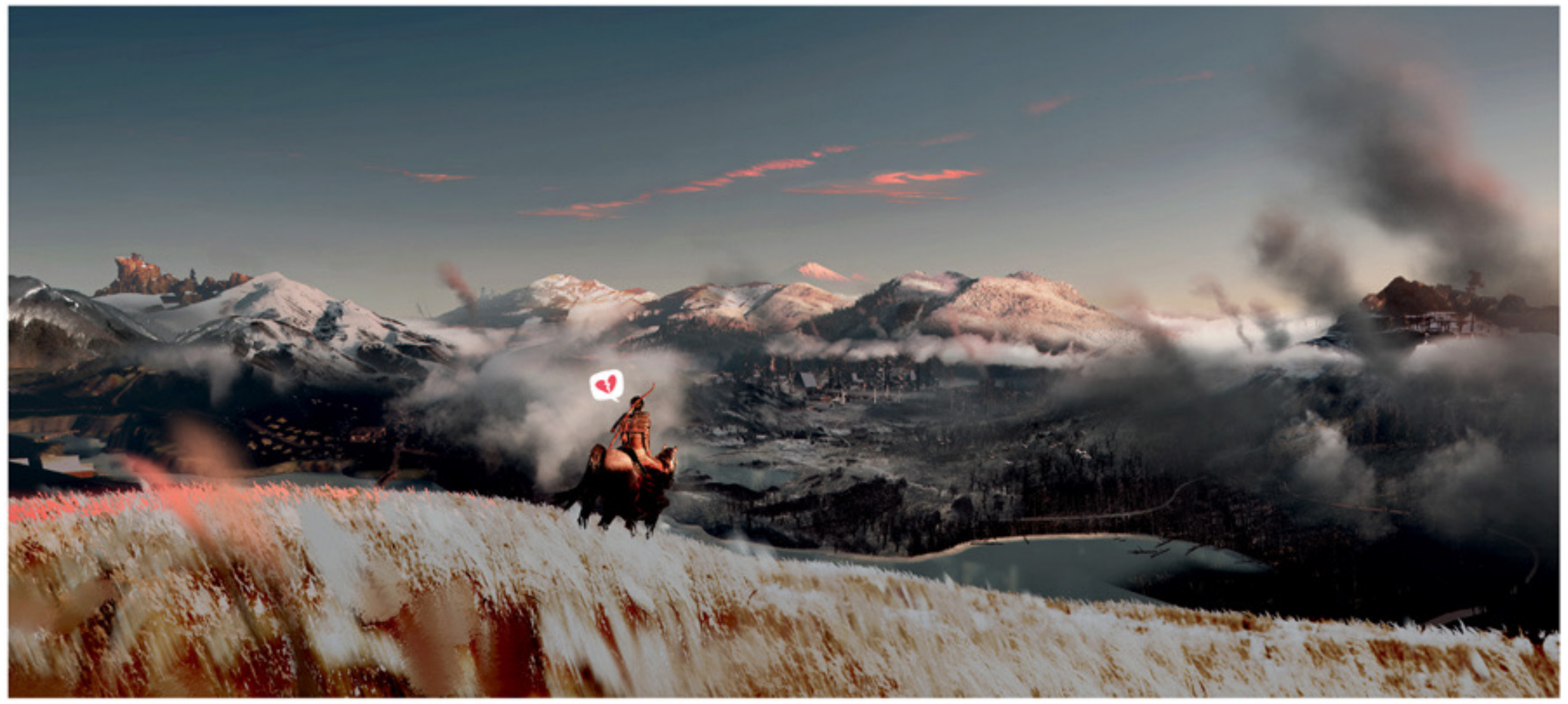
WETLANDS

The actual island of Tsushima has smaller islands in the center that are emulated here. The goal was for the player to feel like they've ventured into a new space when they arrive on this part of the island. Details like wooden bridges for footpaths are small, iconic touches in a large space that feel very different from the dirt roads in other areas.

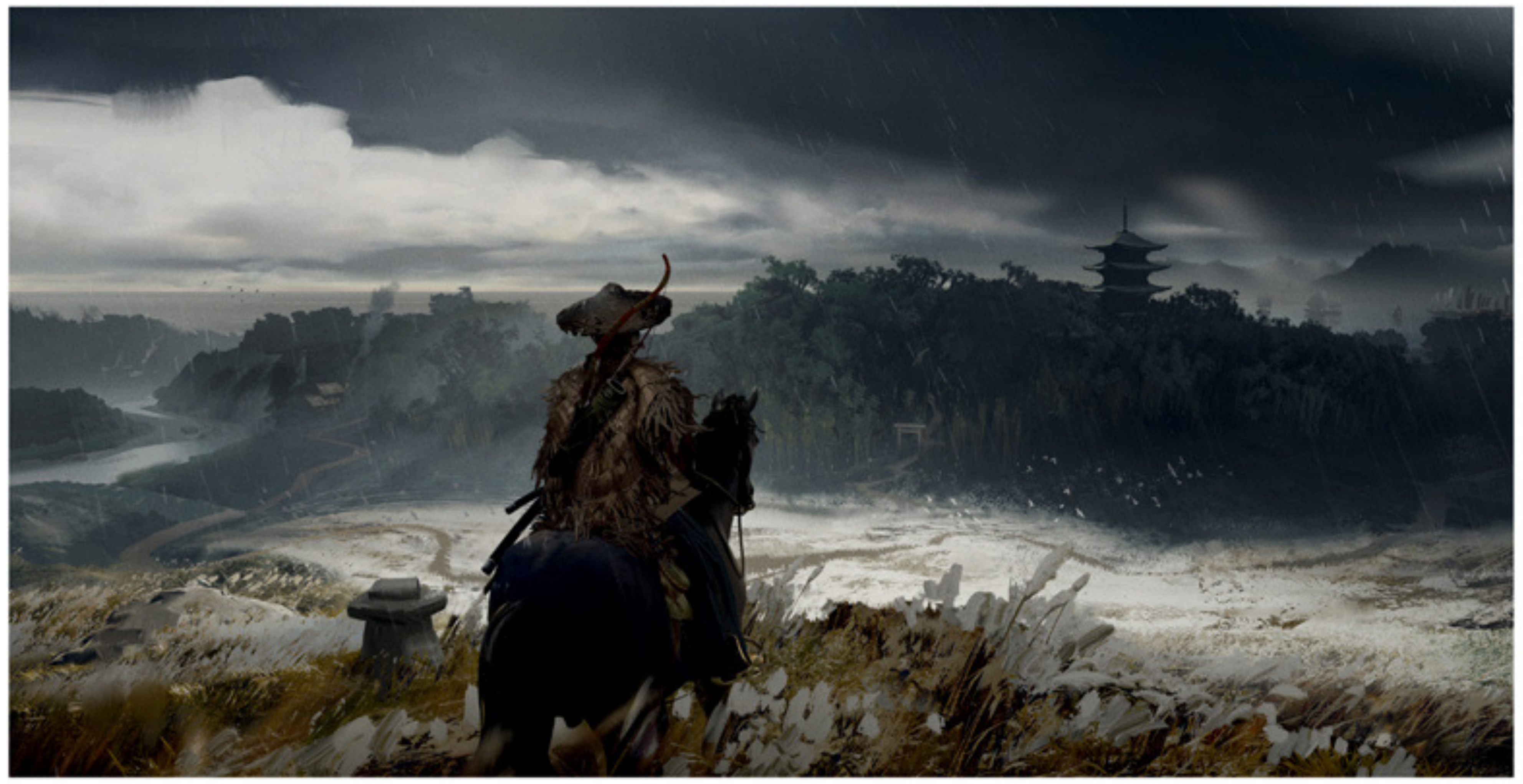
Golden Lake Foothills



Mountain Road



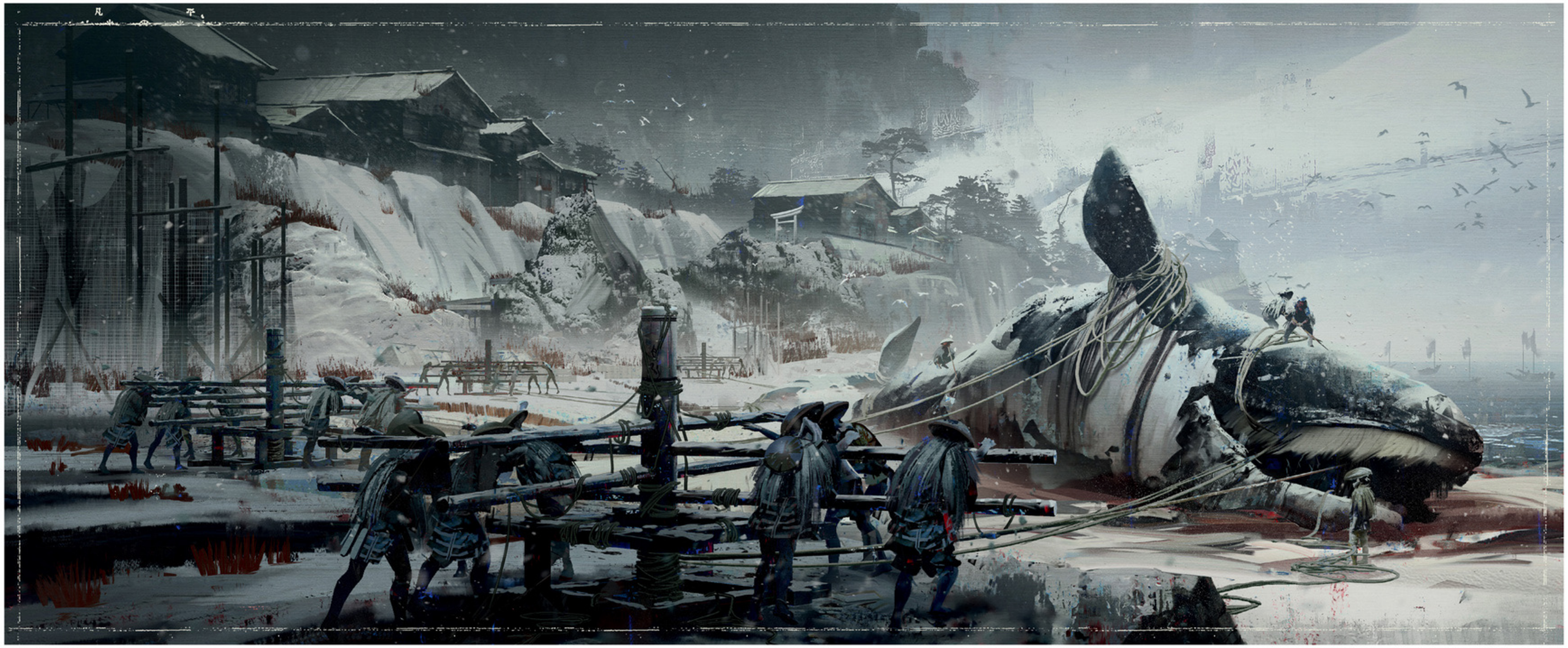
Kamiagata



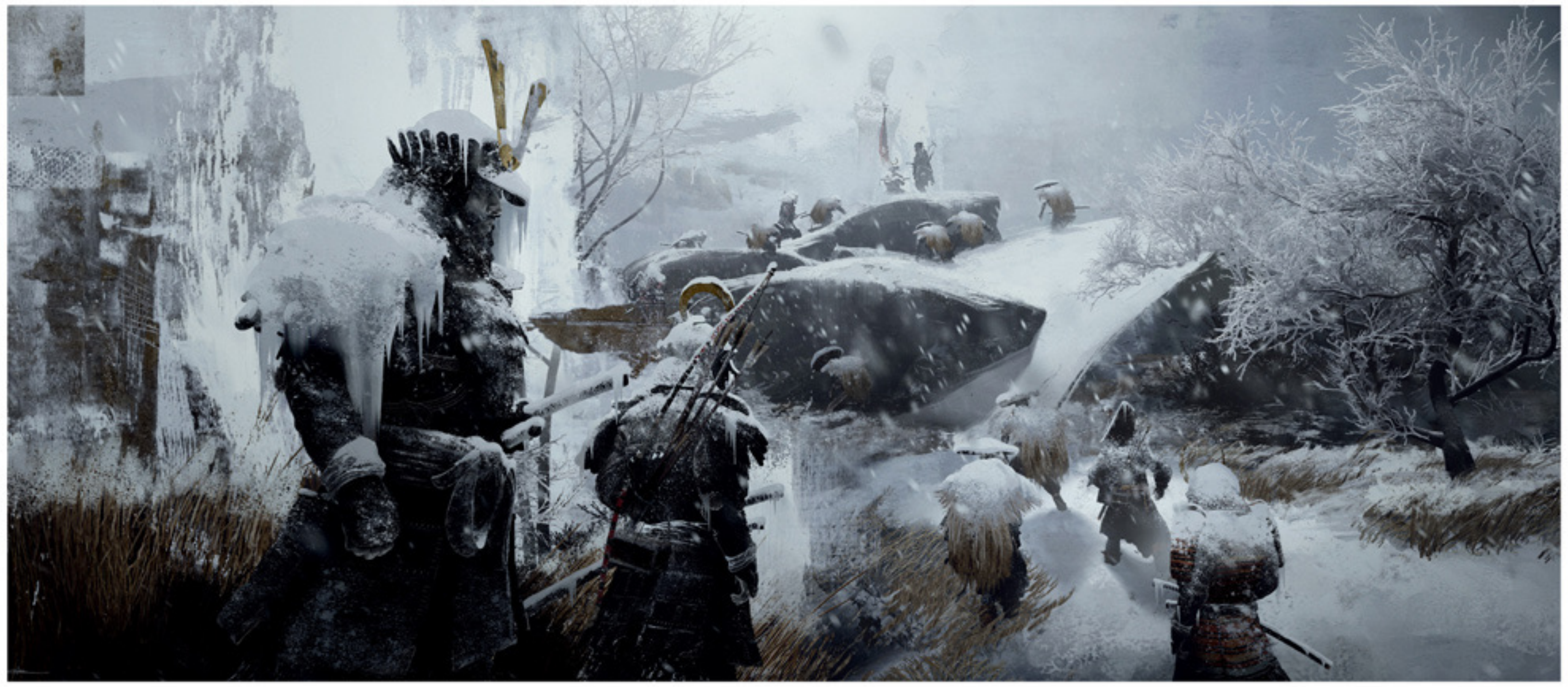
Grasslands

Introduction Scene

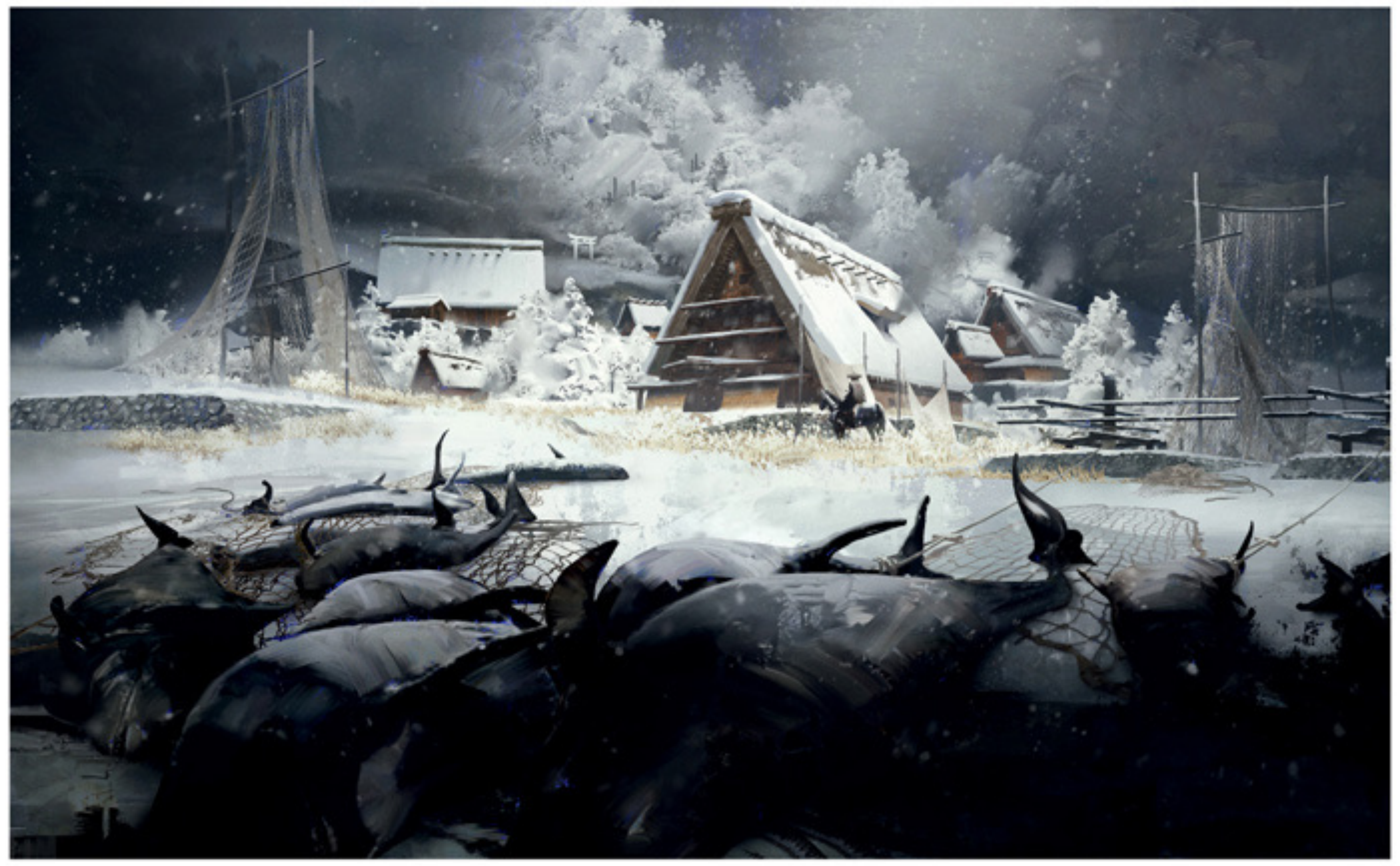
Shimura Flashback



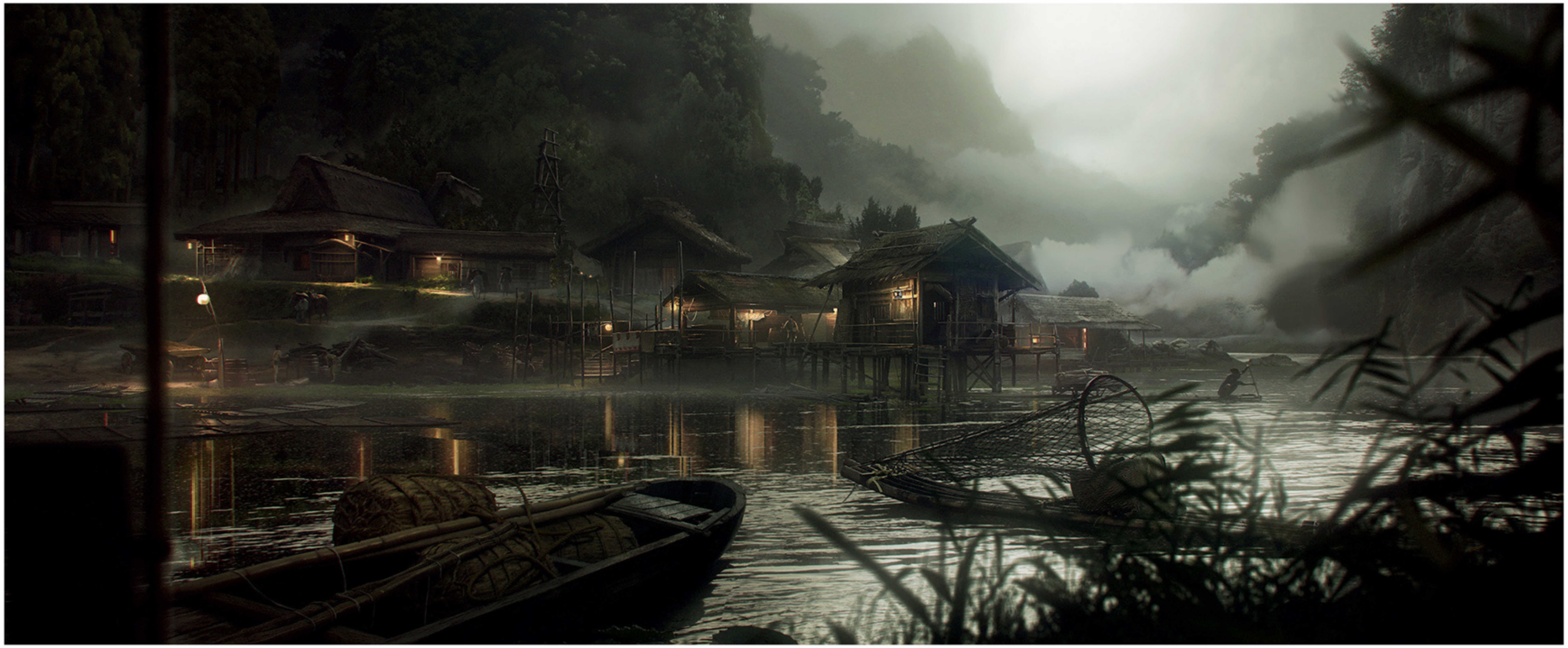
Izumi Whale Hunt



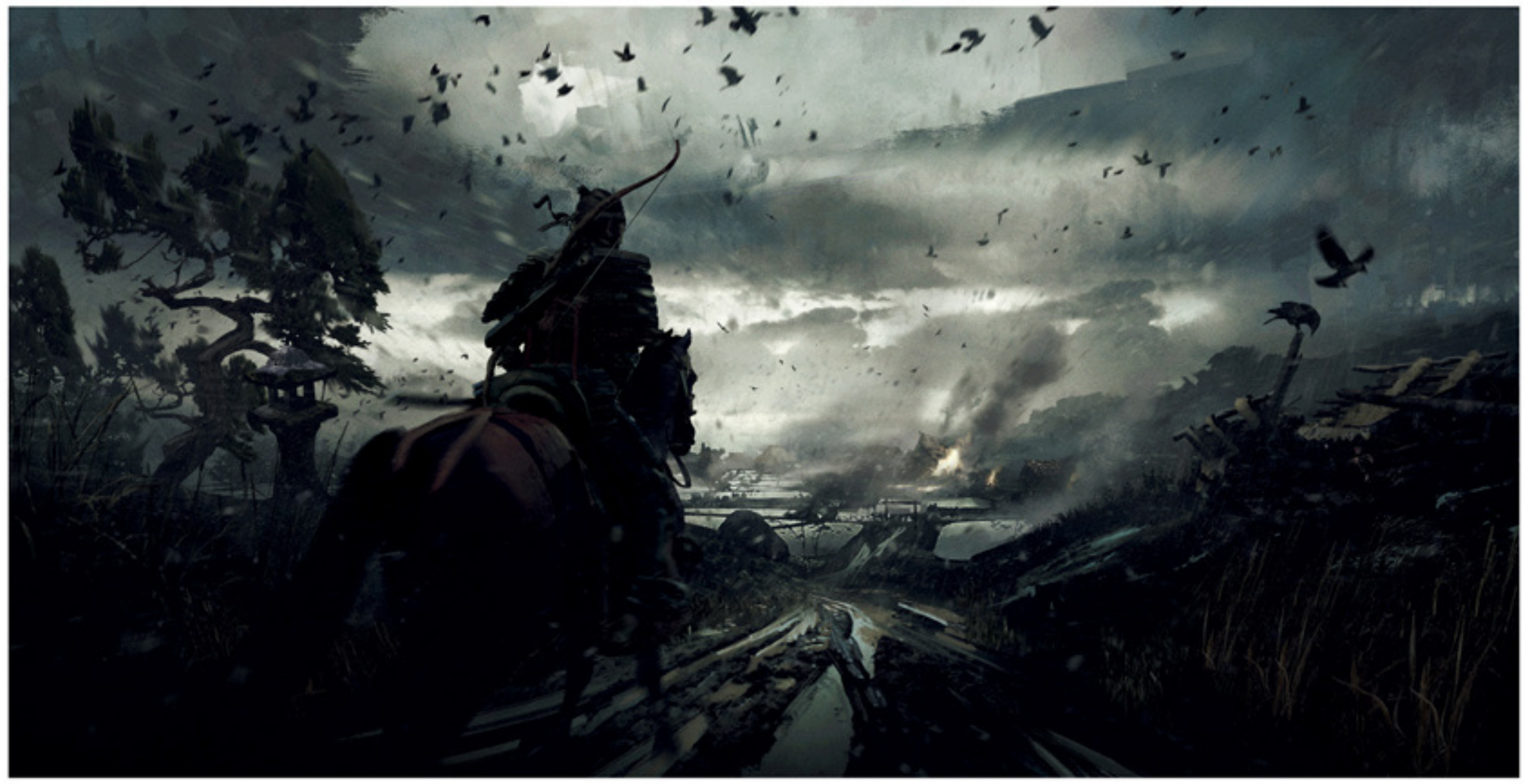
Sword of Aikmoto



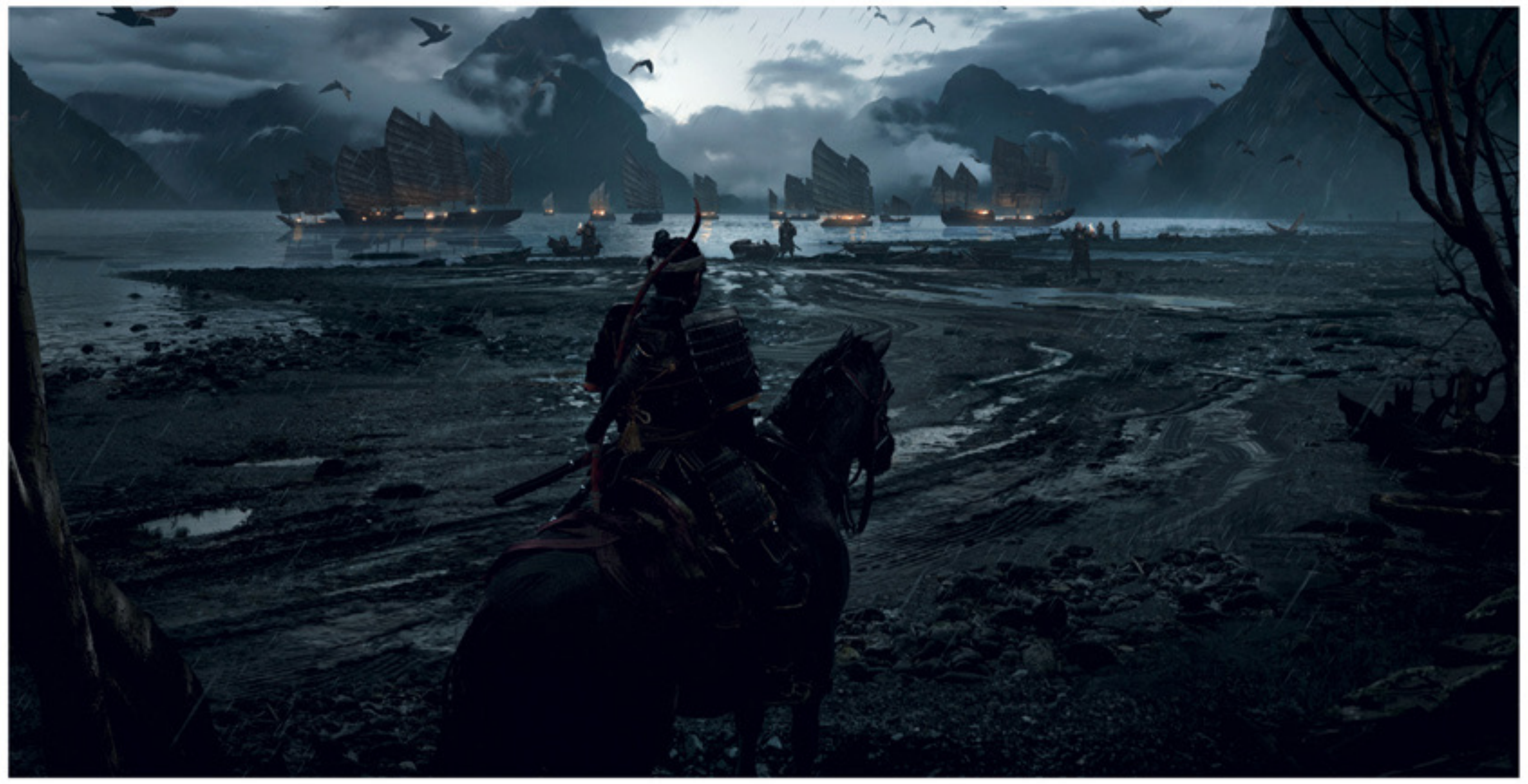
Whaling Farmstead



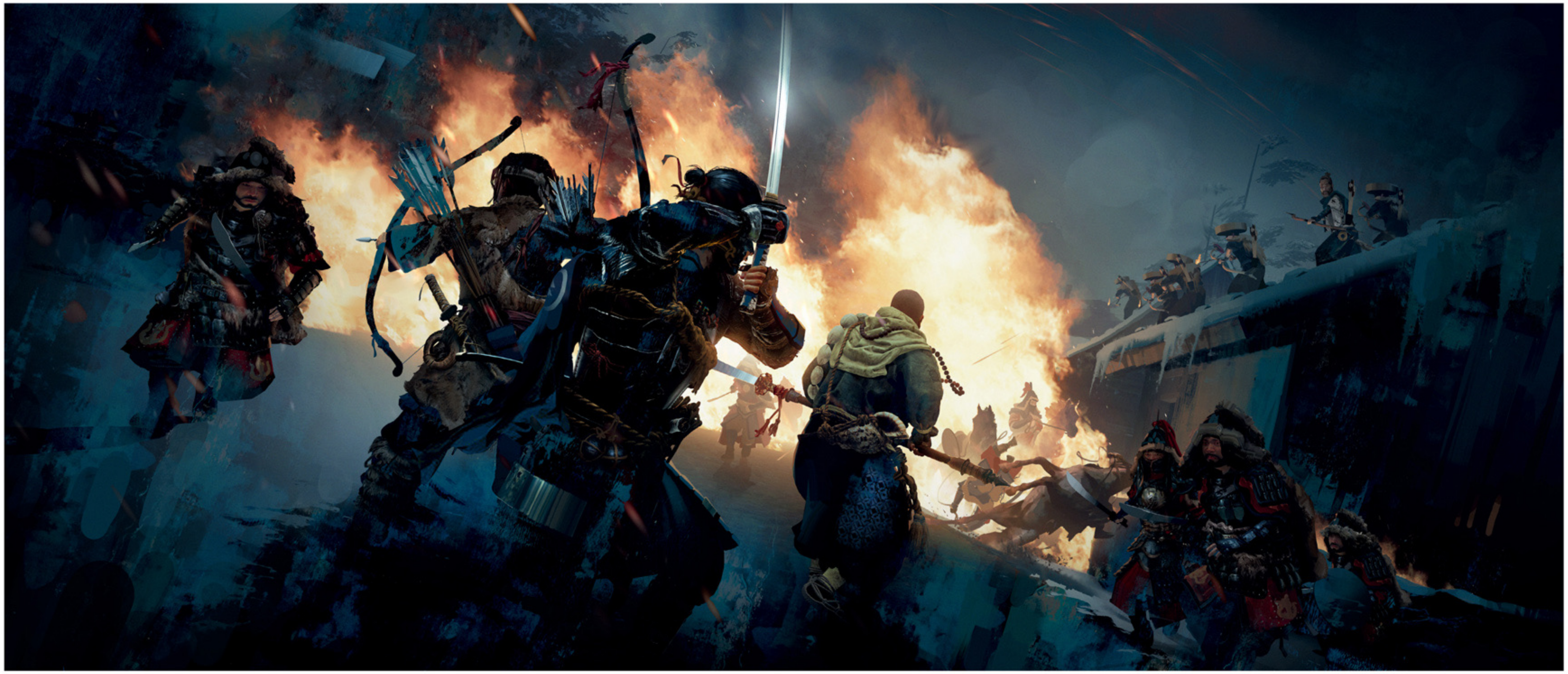
Kechi Farmstead

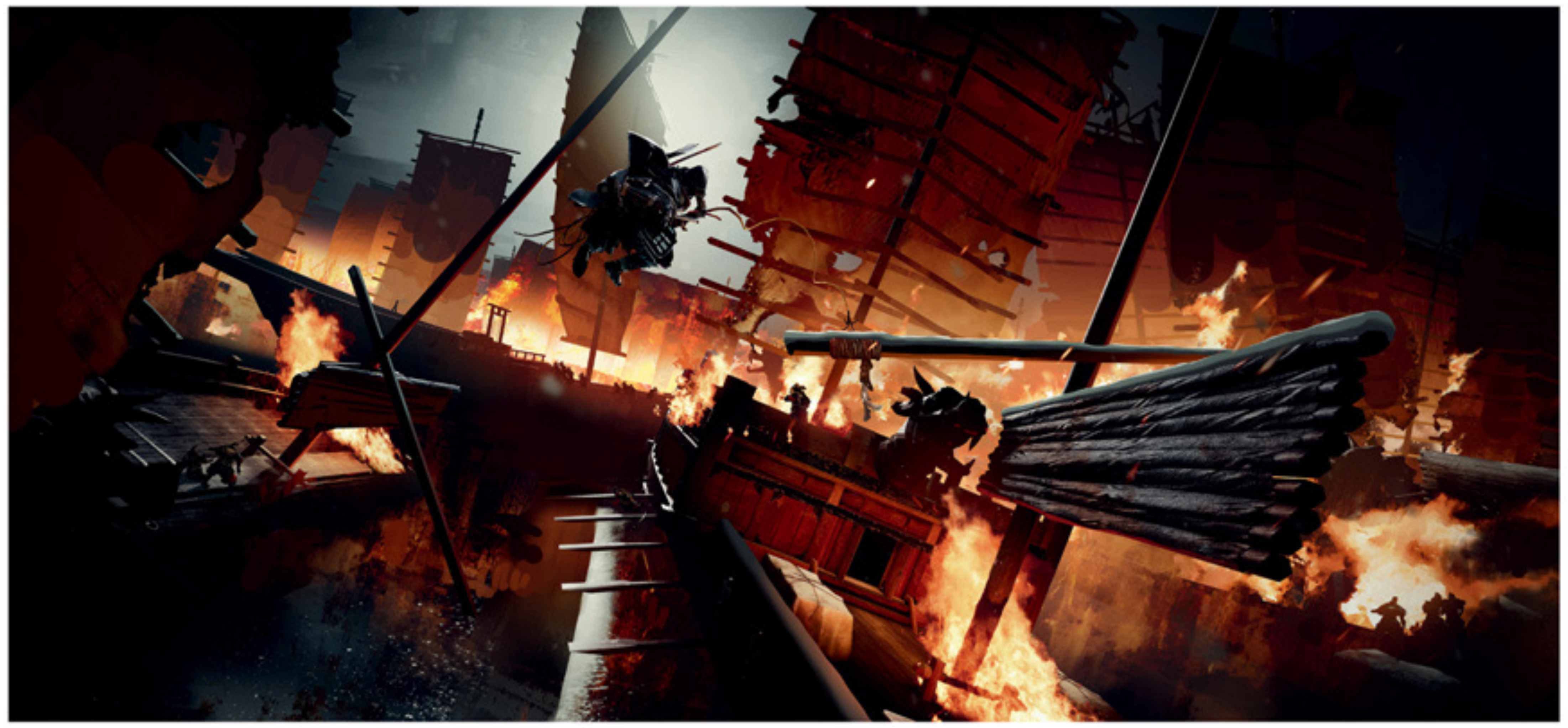


Road to Takeshiki



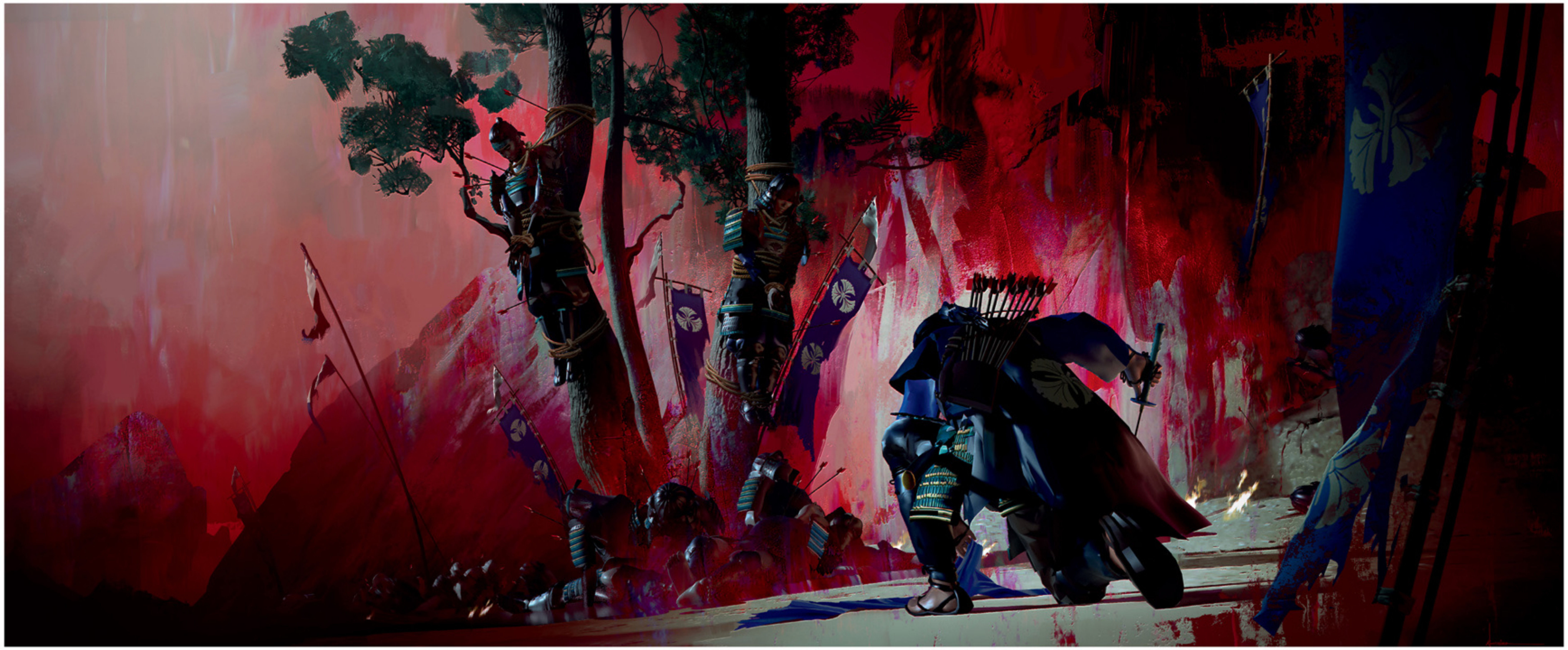
Shoreline Invasion



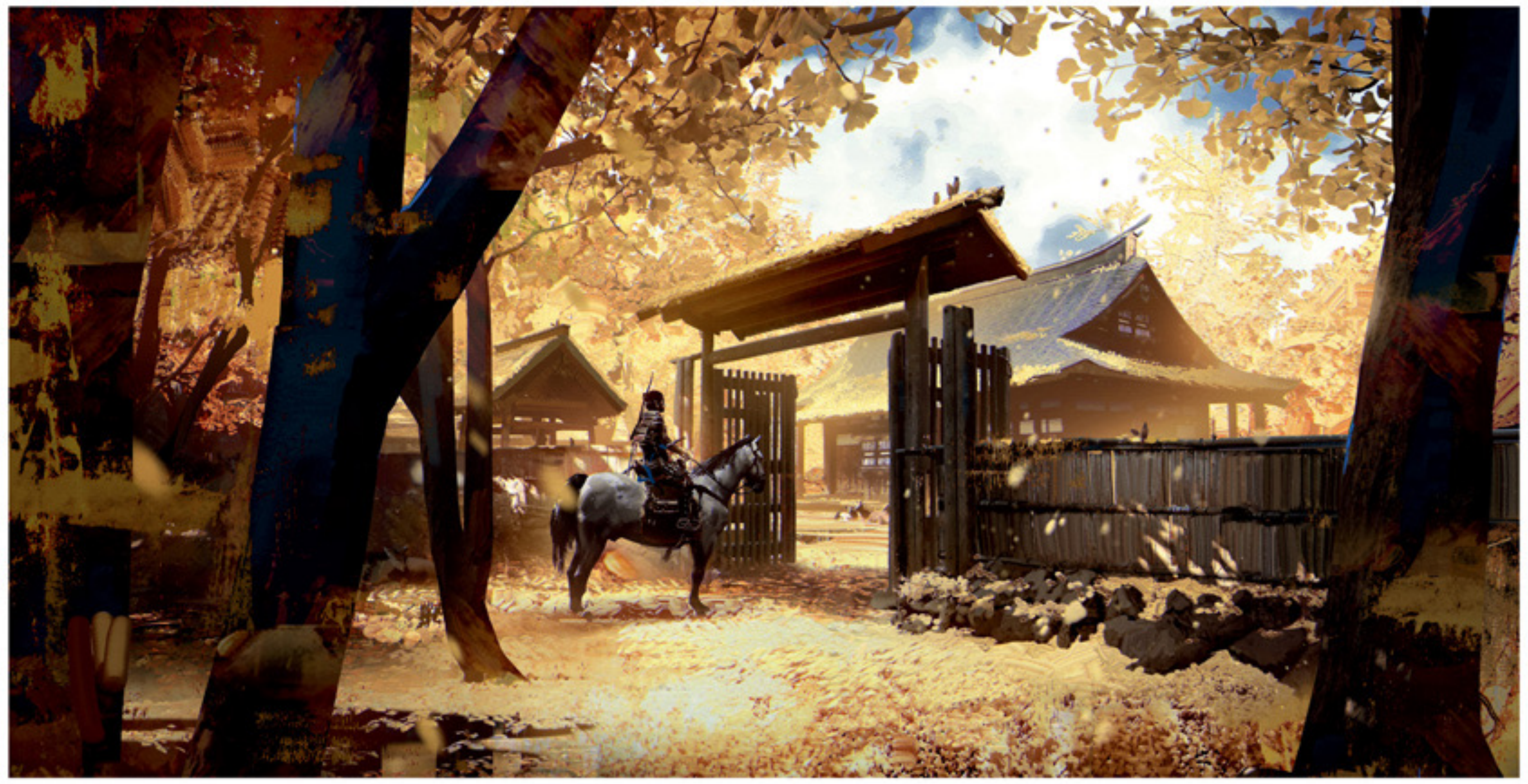


PORT IZUMI

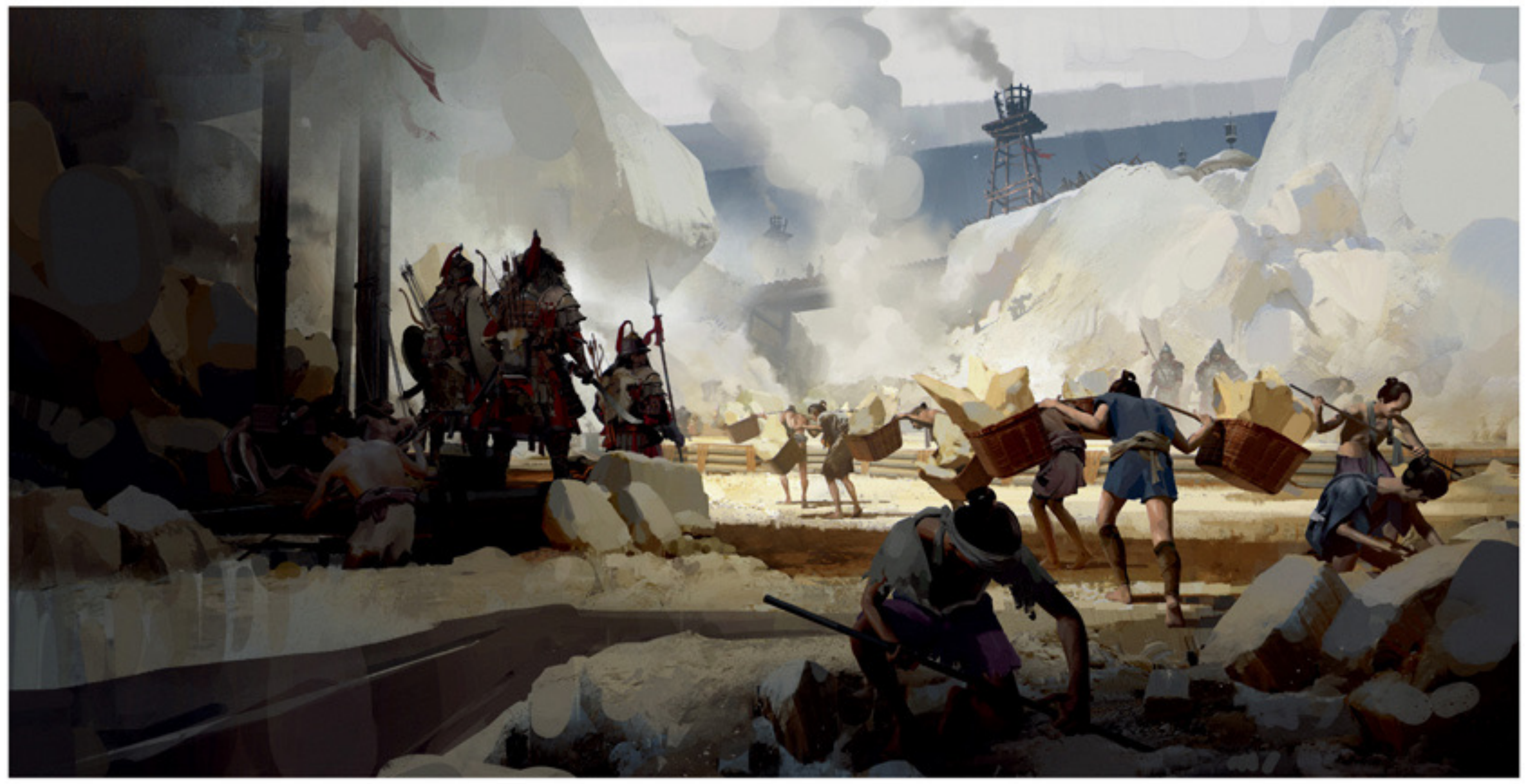
Once a lively trading port and a harbor filled with ships, Port Izumi has now been overrun by the Mongol army. While these images represent specific story beats in the game, the destruction seen here is typical of the burning buildings and the signs of battle seen across Tsushima in general as the Mongols took over certain villages.



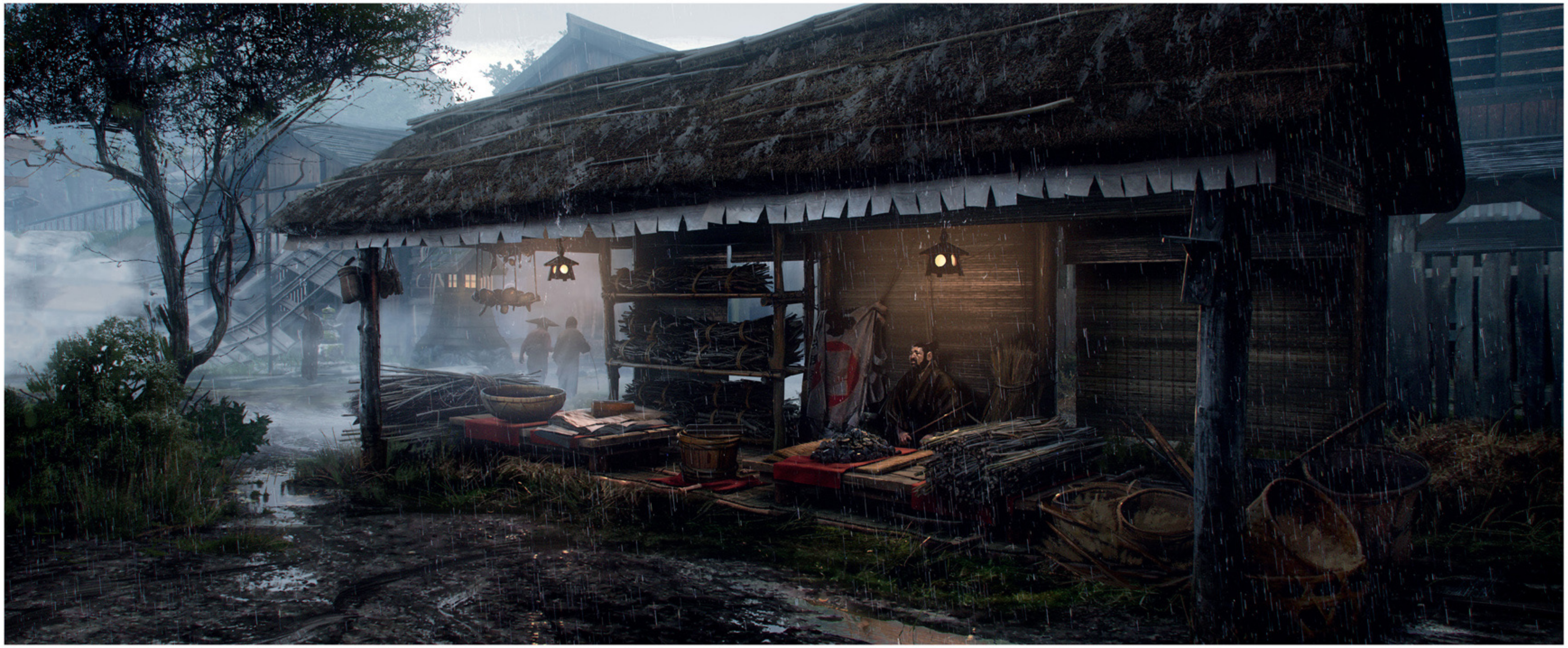
Masakos Sons



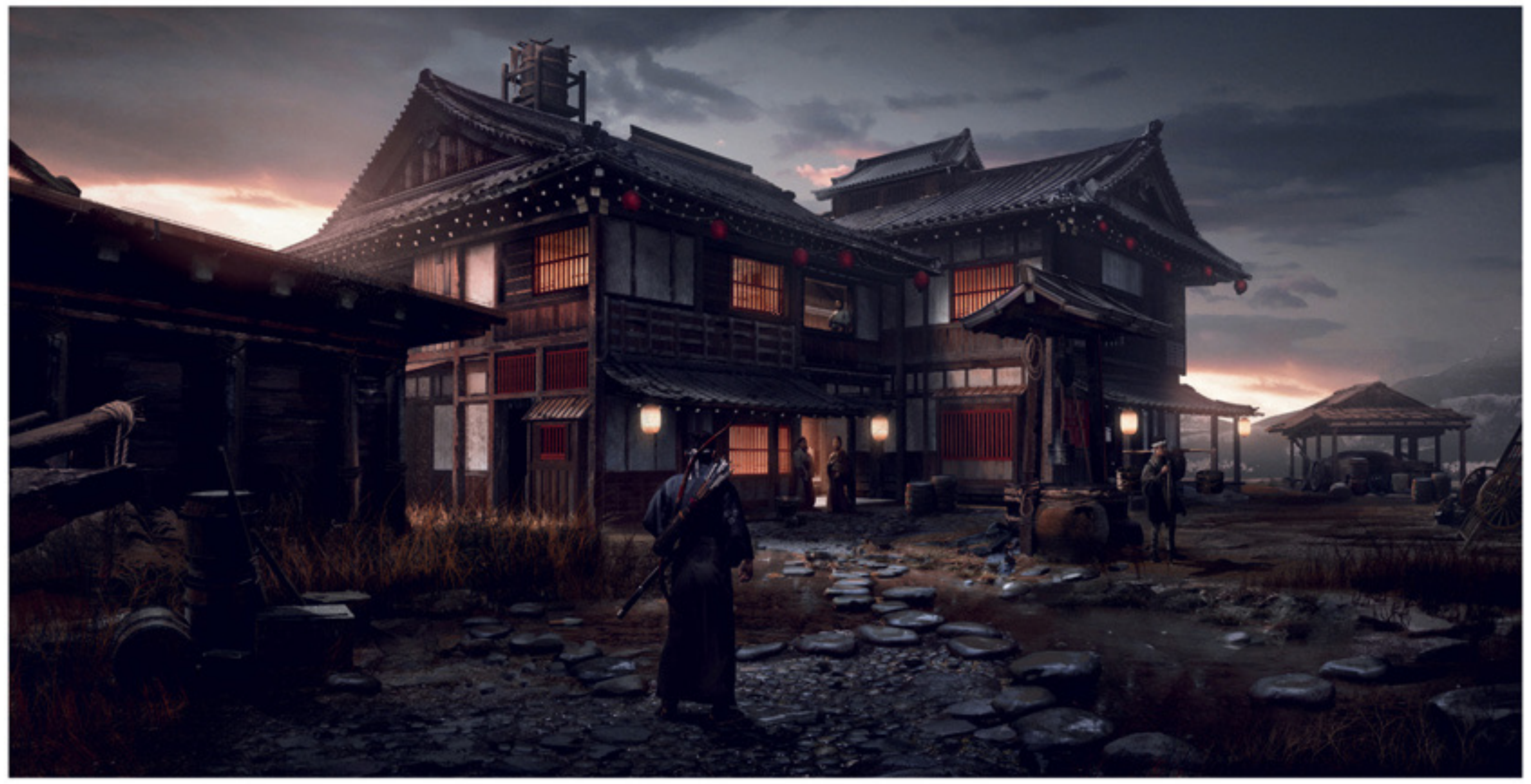
Masakos Home



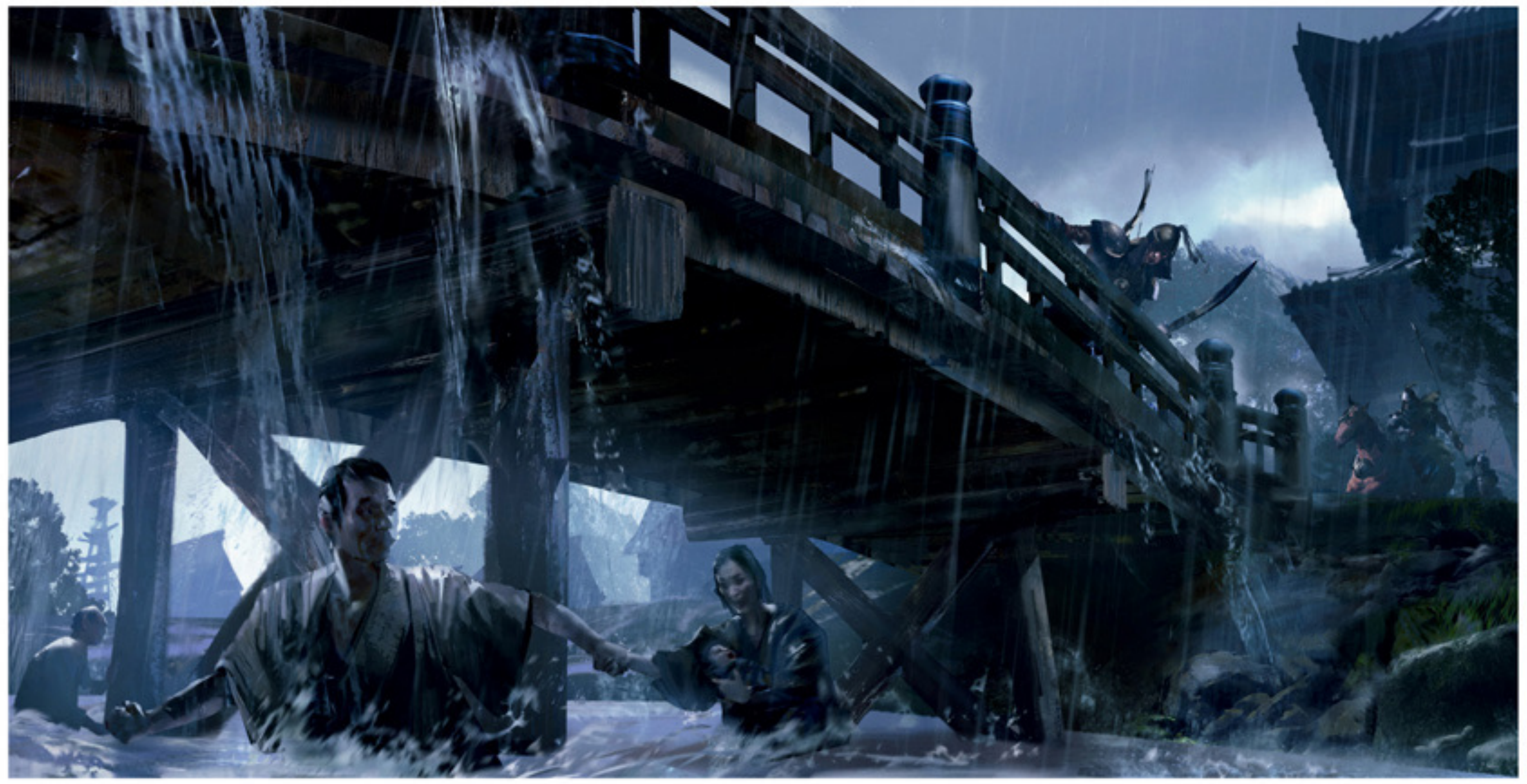
Sulpher Mines



General Store

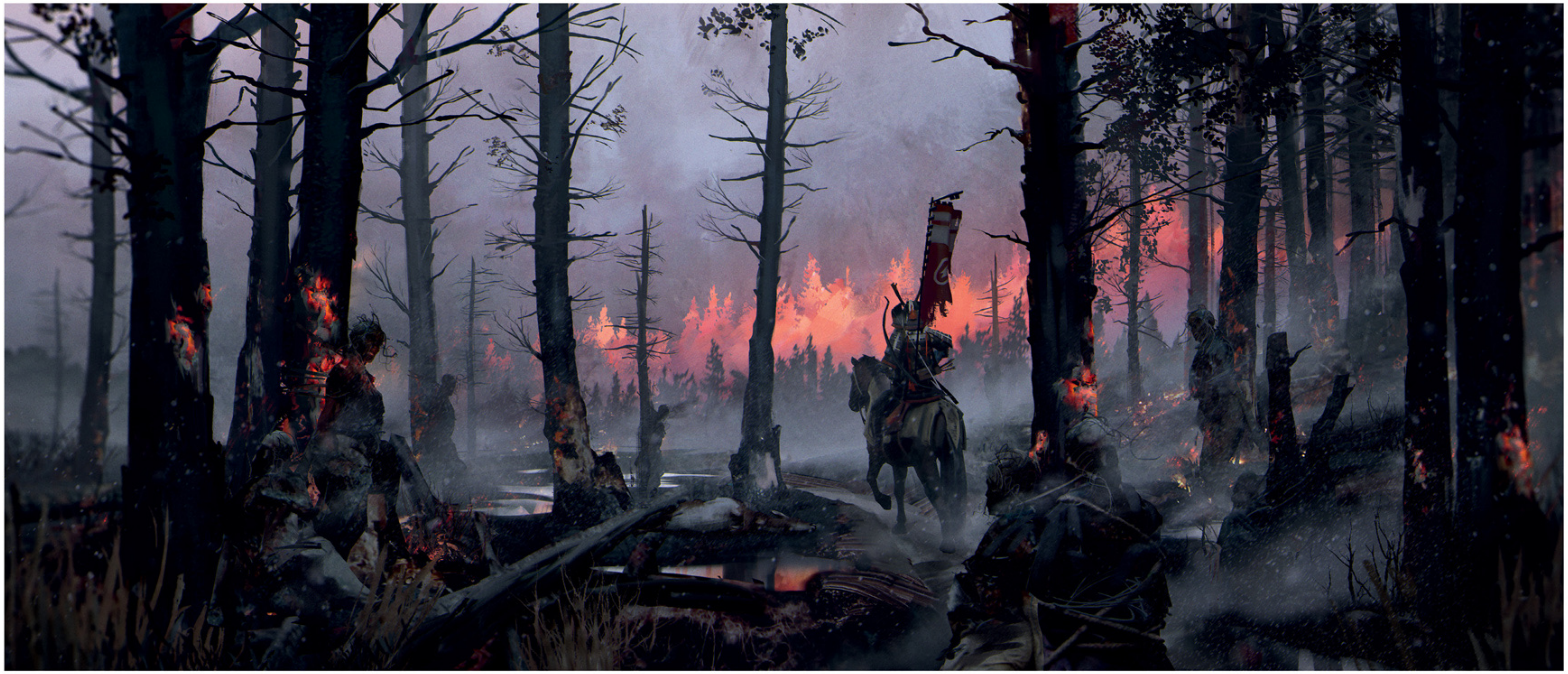


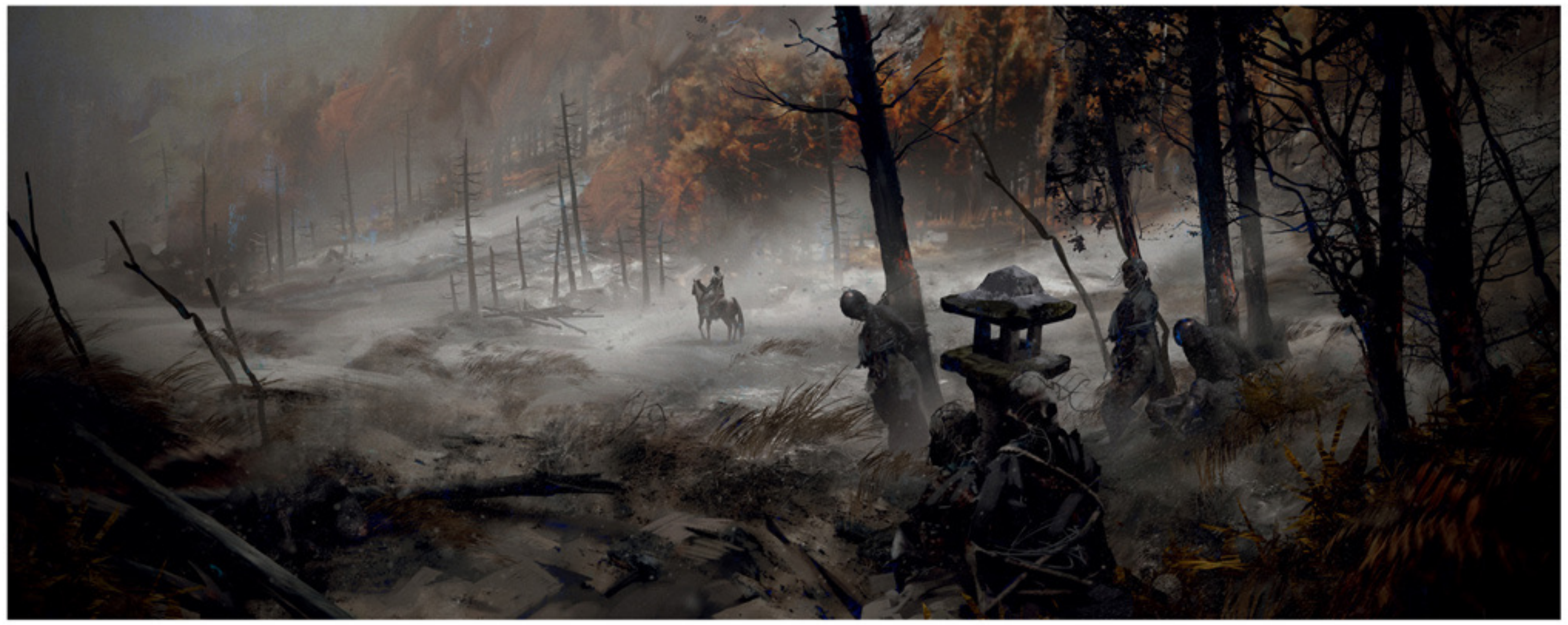
Brothel



Bridge Assault

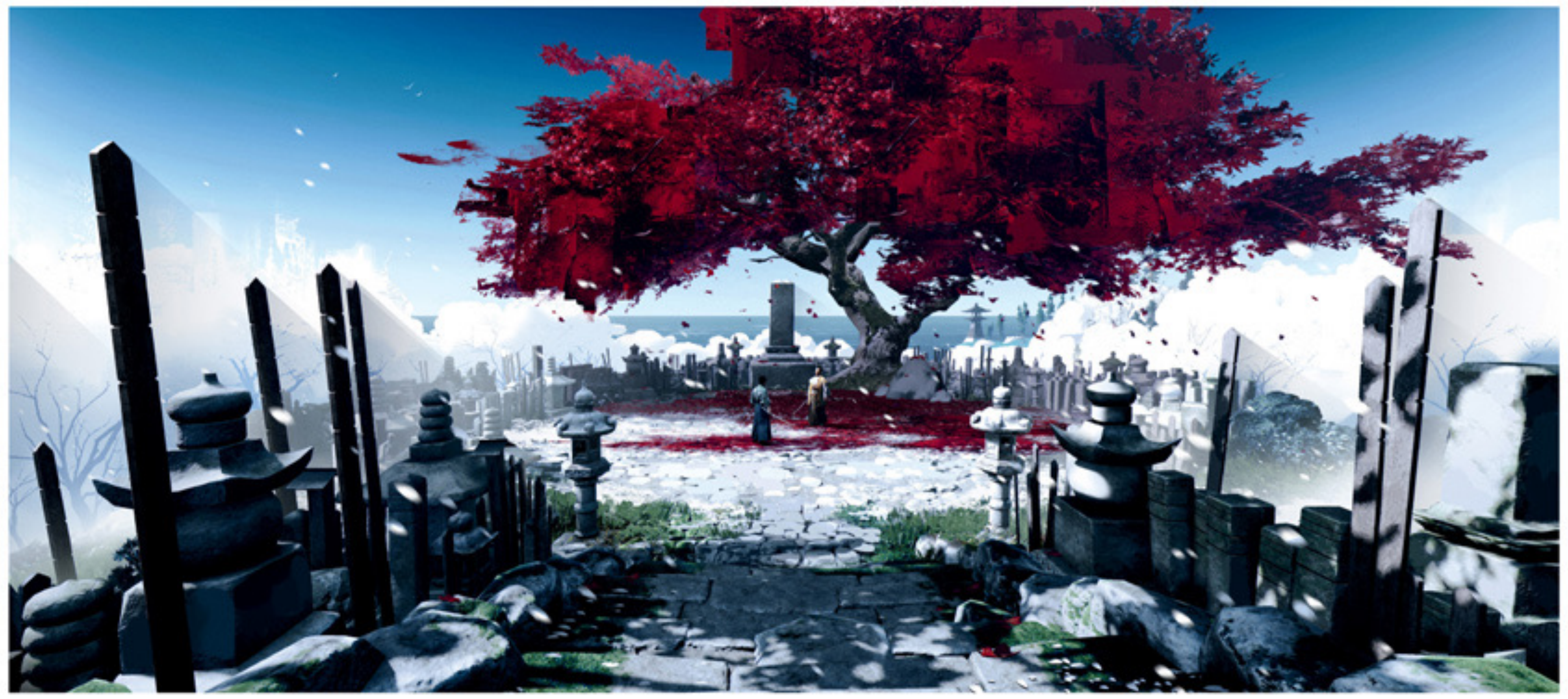
Fortress Enterance



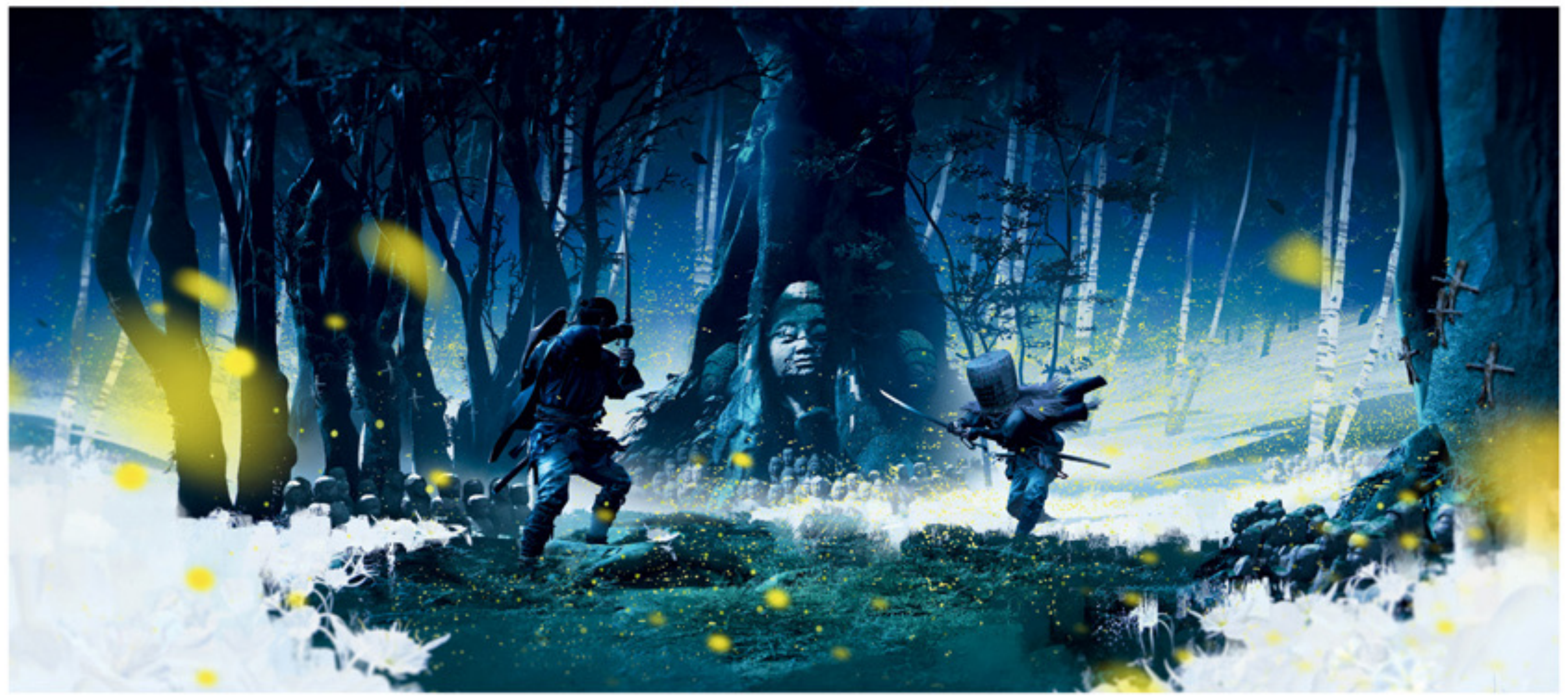


CHARRED LANDS

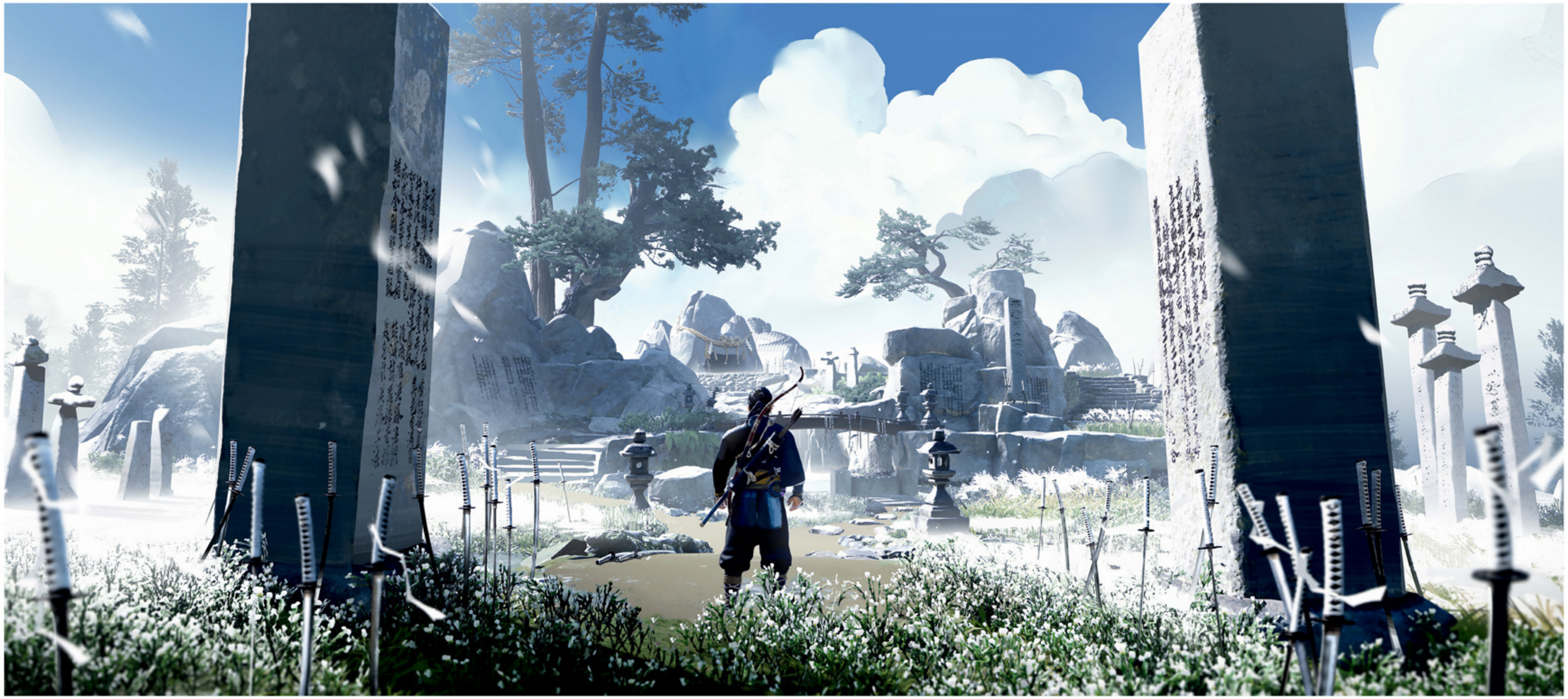
The imagery here shows just how much destruction the Mongols have brought to Tsushima. Once-beautiful areas are now charred, with dead bodies littering the landscape or hanging as grim warnings to anyone who dares fight back against the Mongol invaders.



Duel

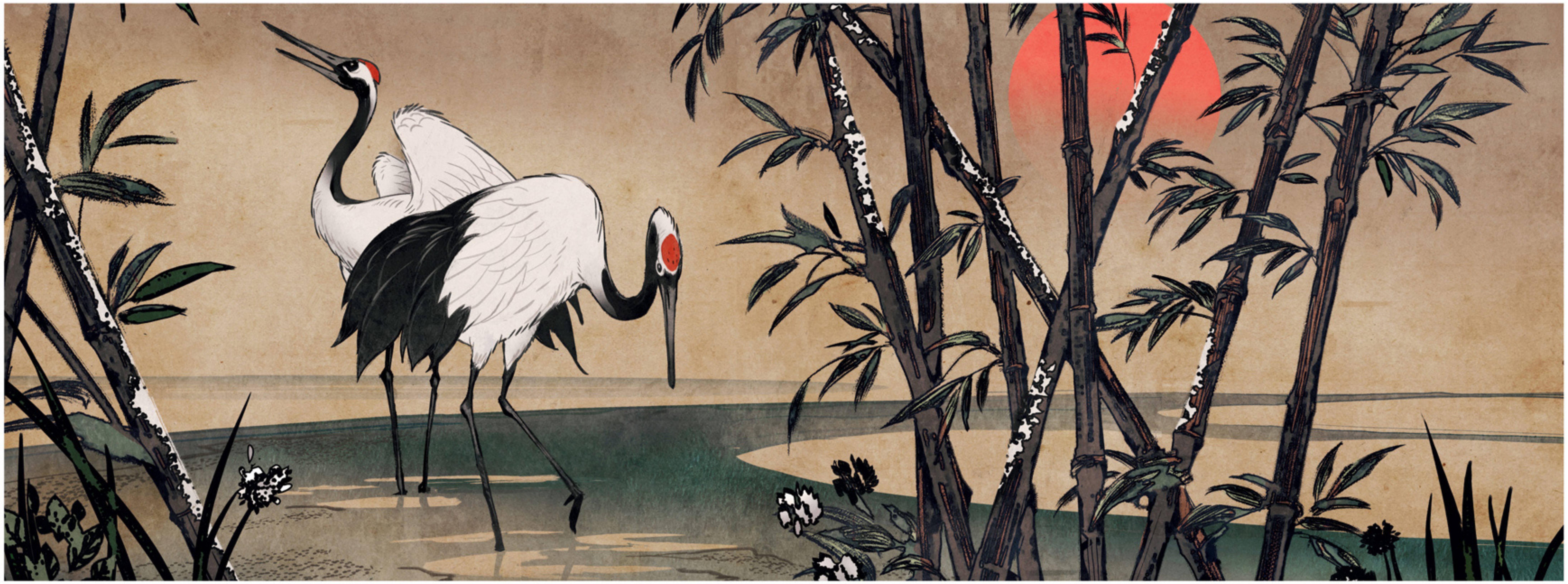


Toyotama Katana

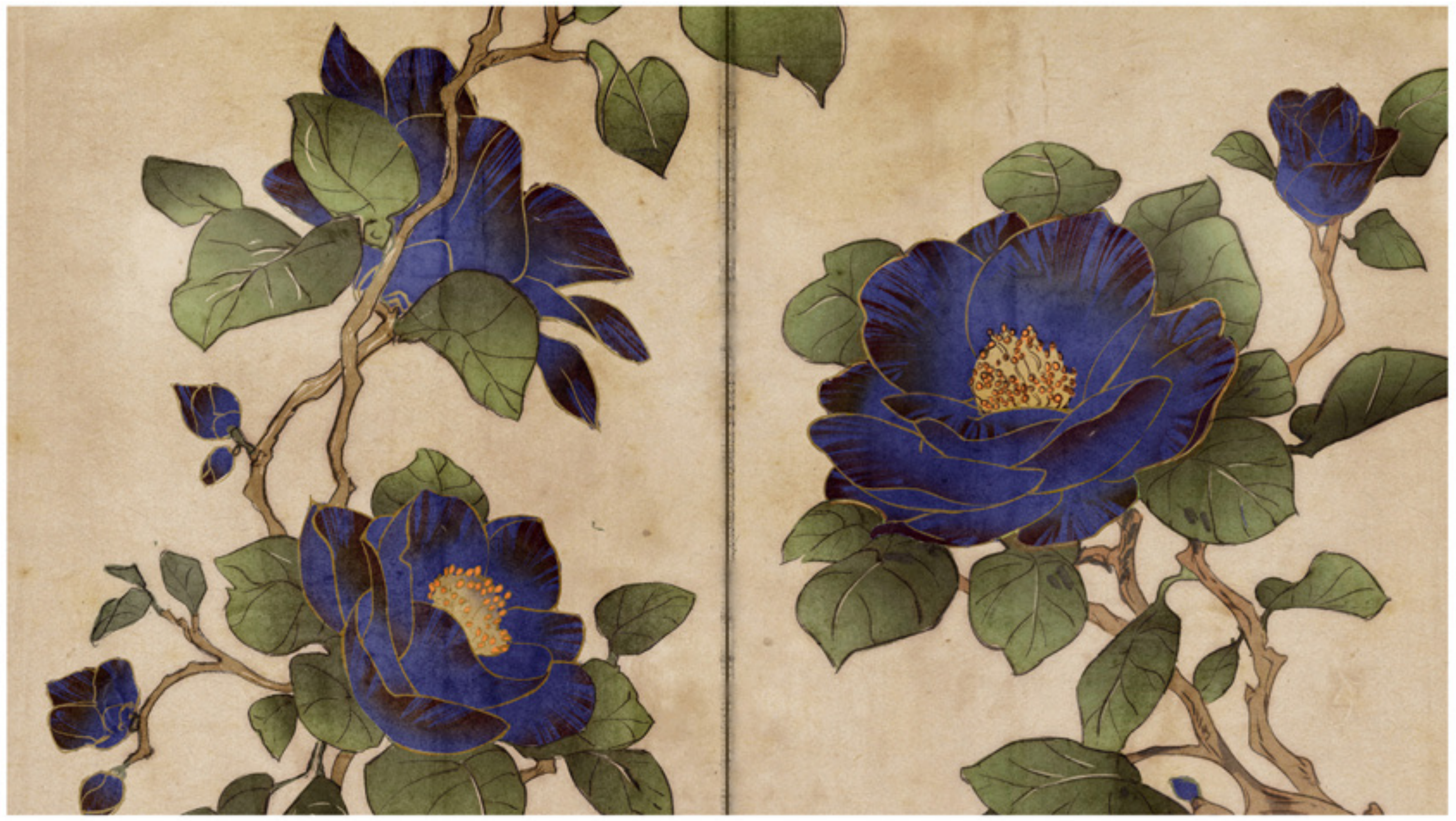


Hanjo's Rest

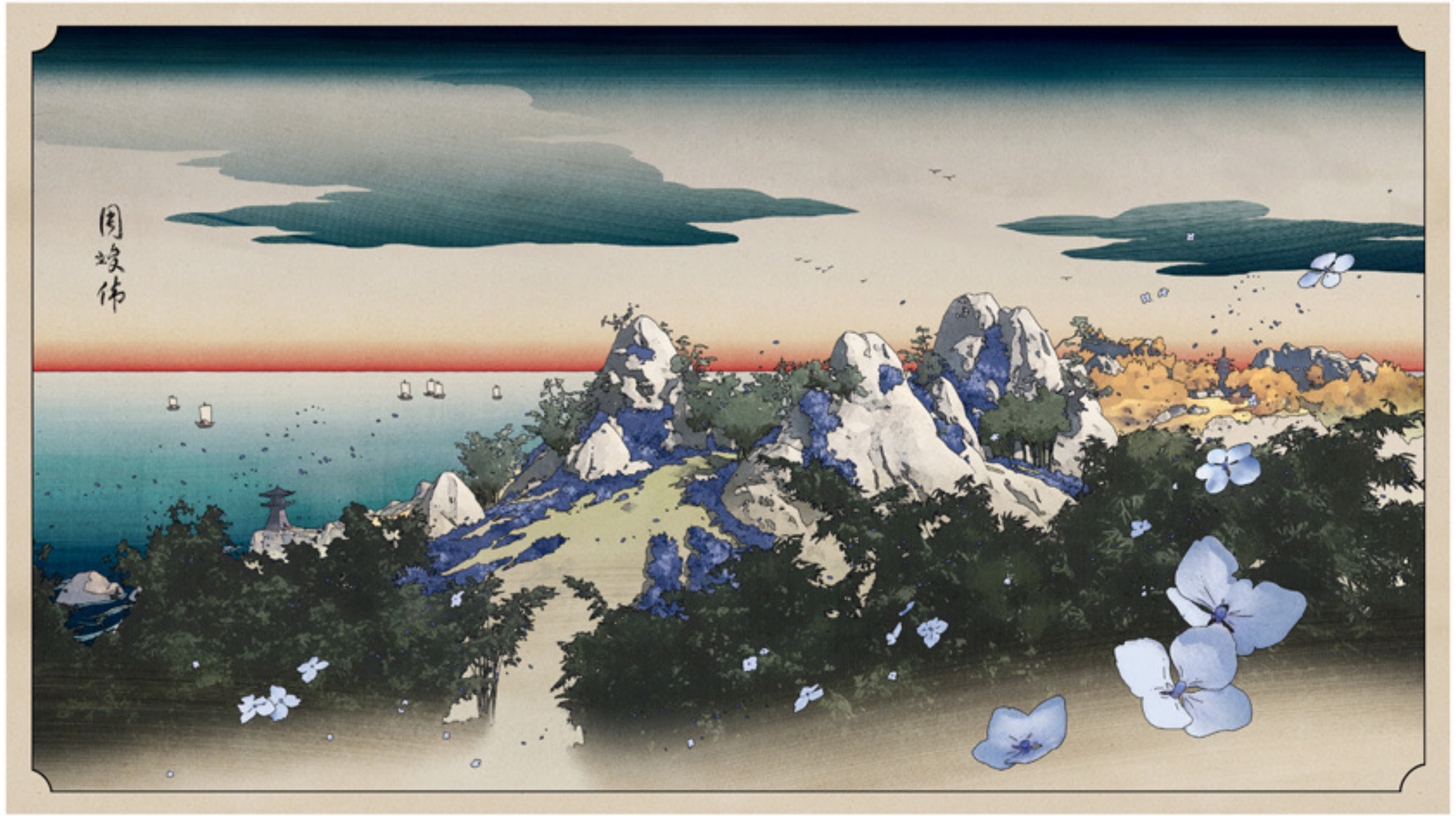
Ghost Den



Cranes Mural



Flowers Mural



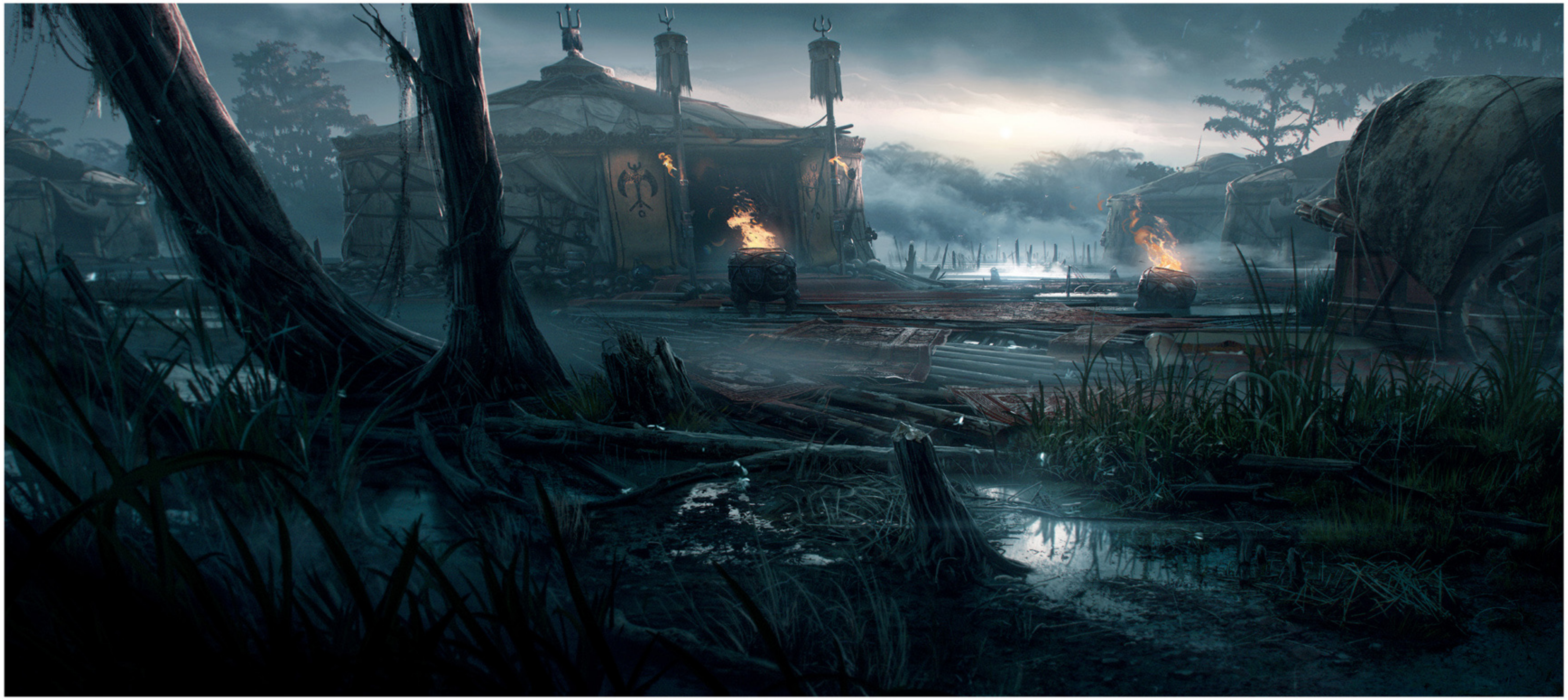
Demon Bow Island Woodblock

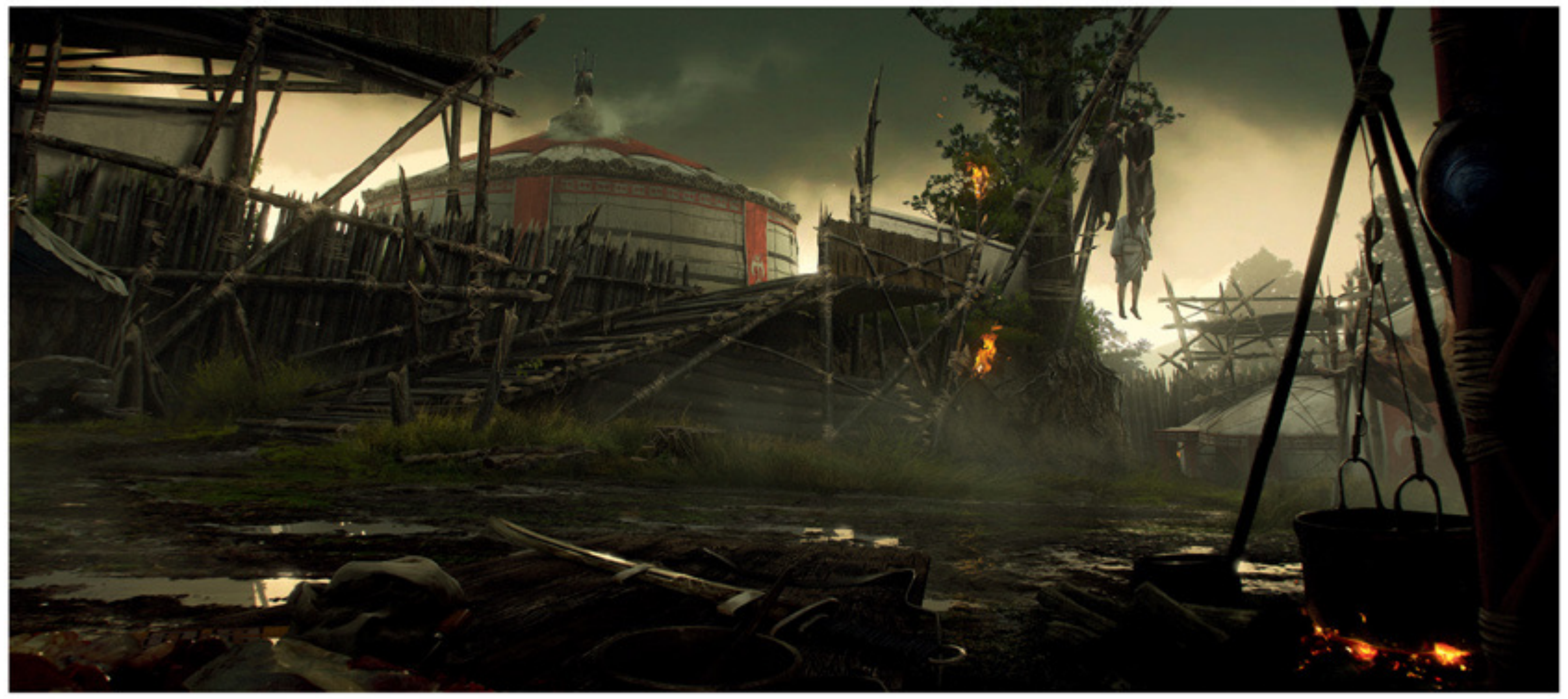
Demon Bow Island Woodblock

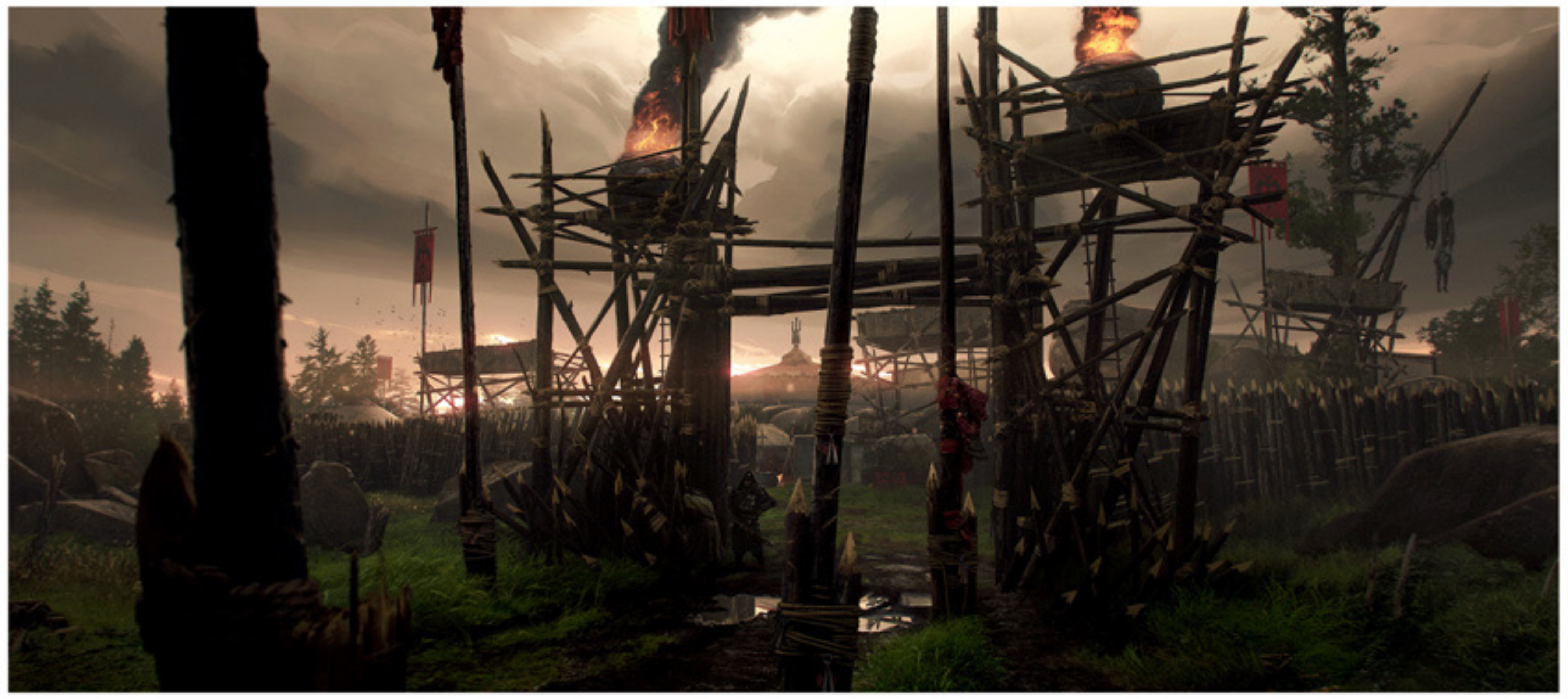
MONGOL CAMPS

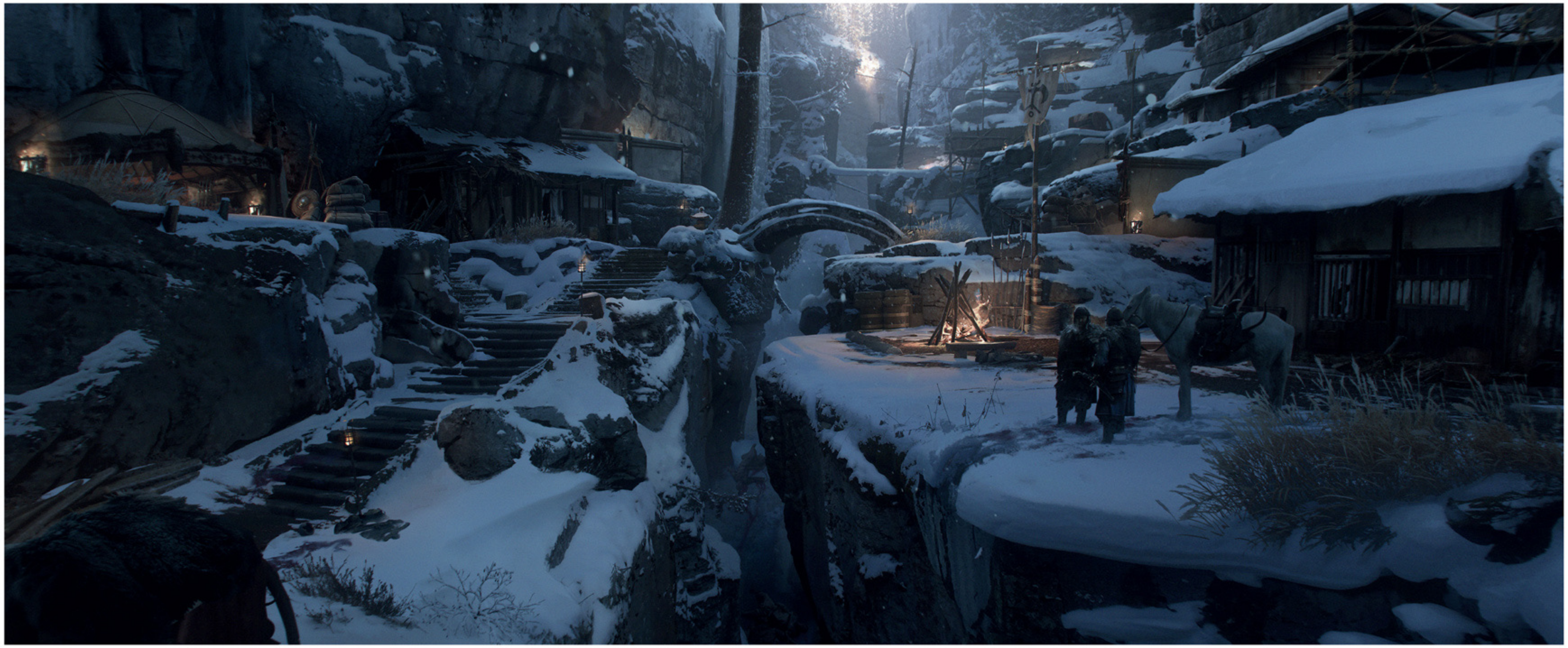
After the invasion, the Mongol forces set up war camps at various points throughout Tsushima. As seen in these concept images, these camps were intended to look intimidating and foreboding, with harsh, aggressive shapes in silhouette and burning flames.

The structures are designed mostly with dark tones, built out of materials like mud and with haphazard, messy construction.

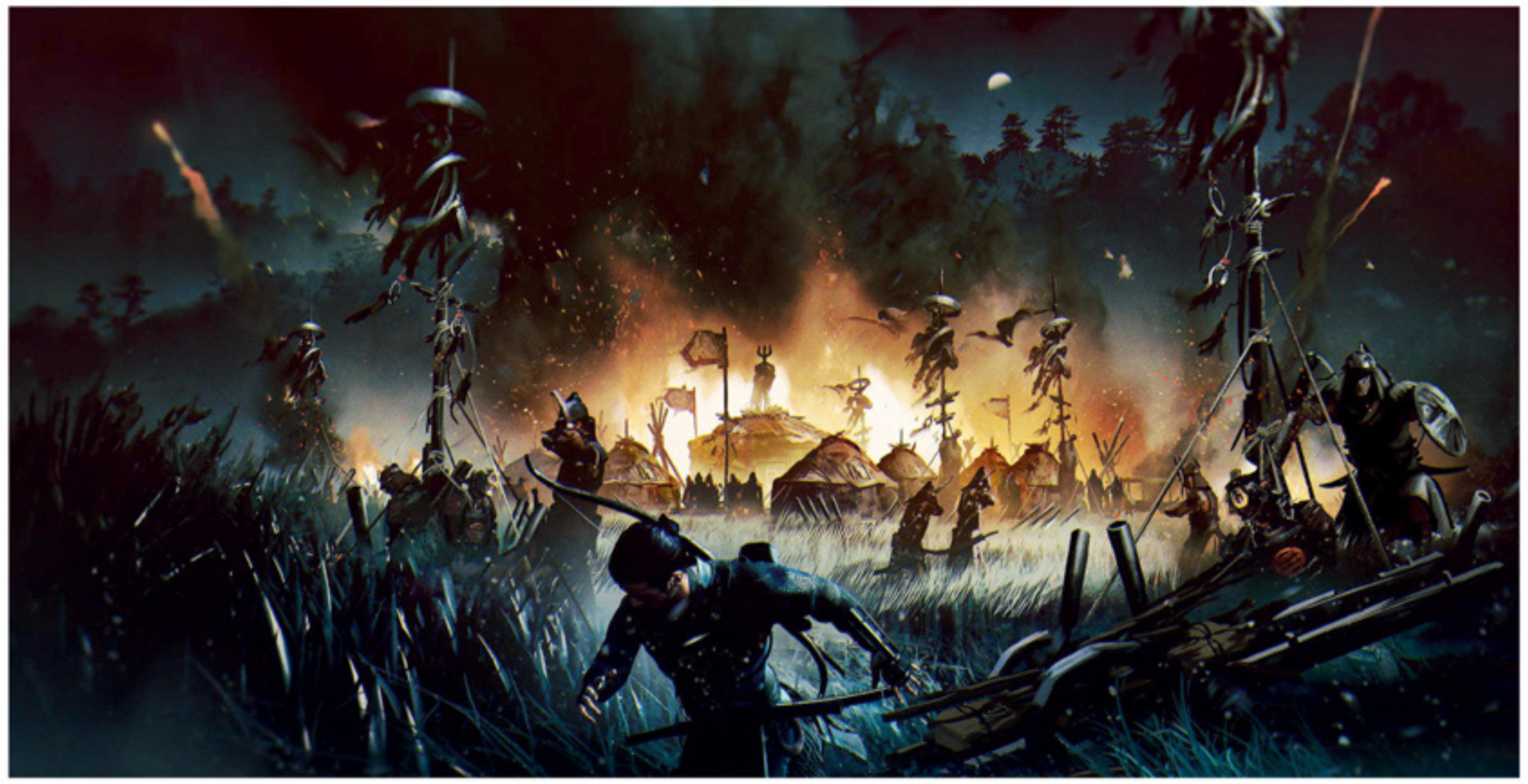




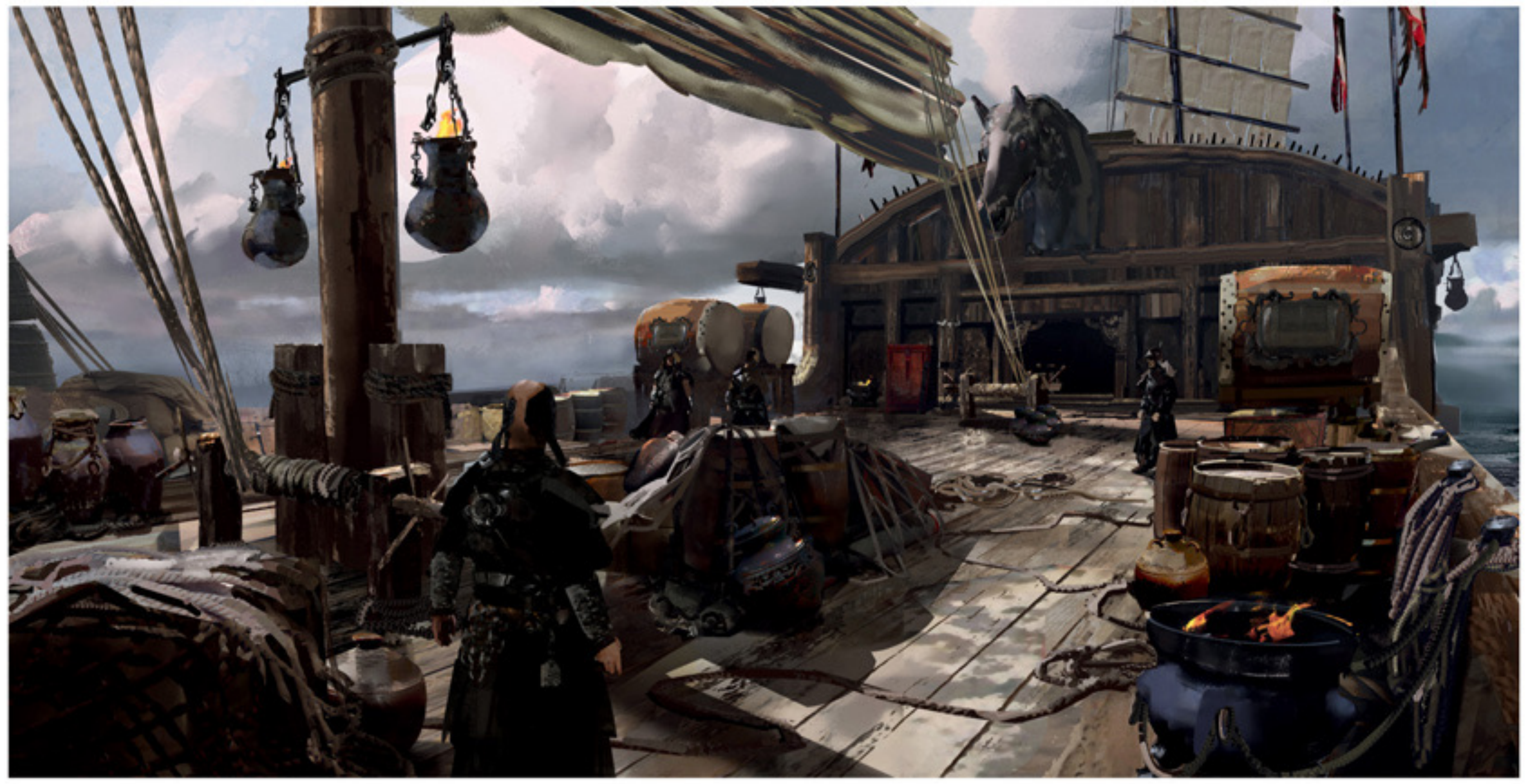




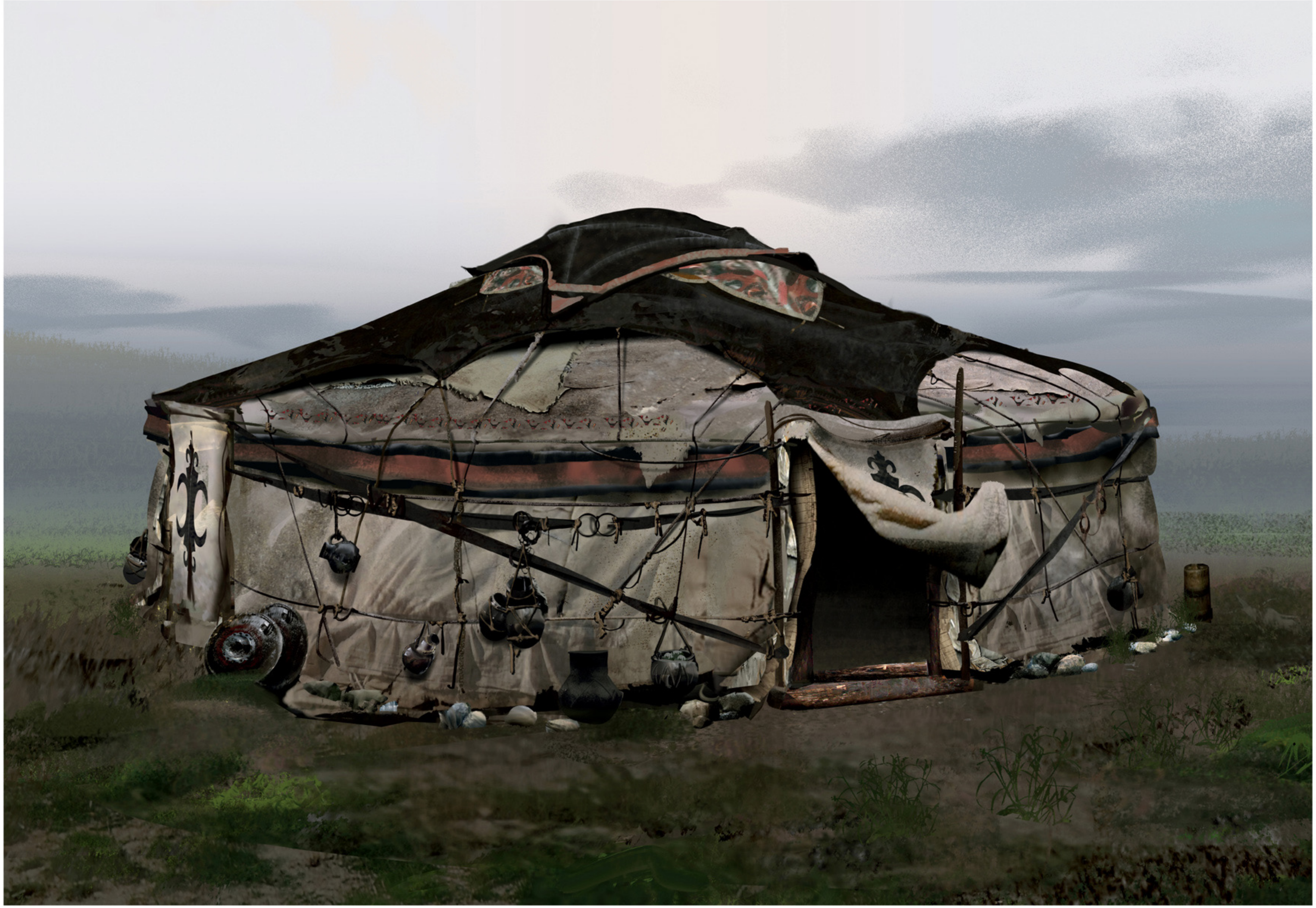
Warcamp Atlan



Mongol Camp



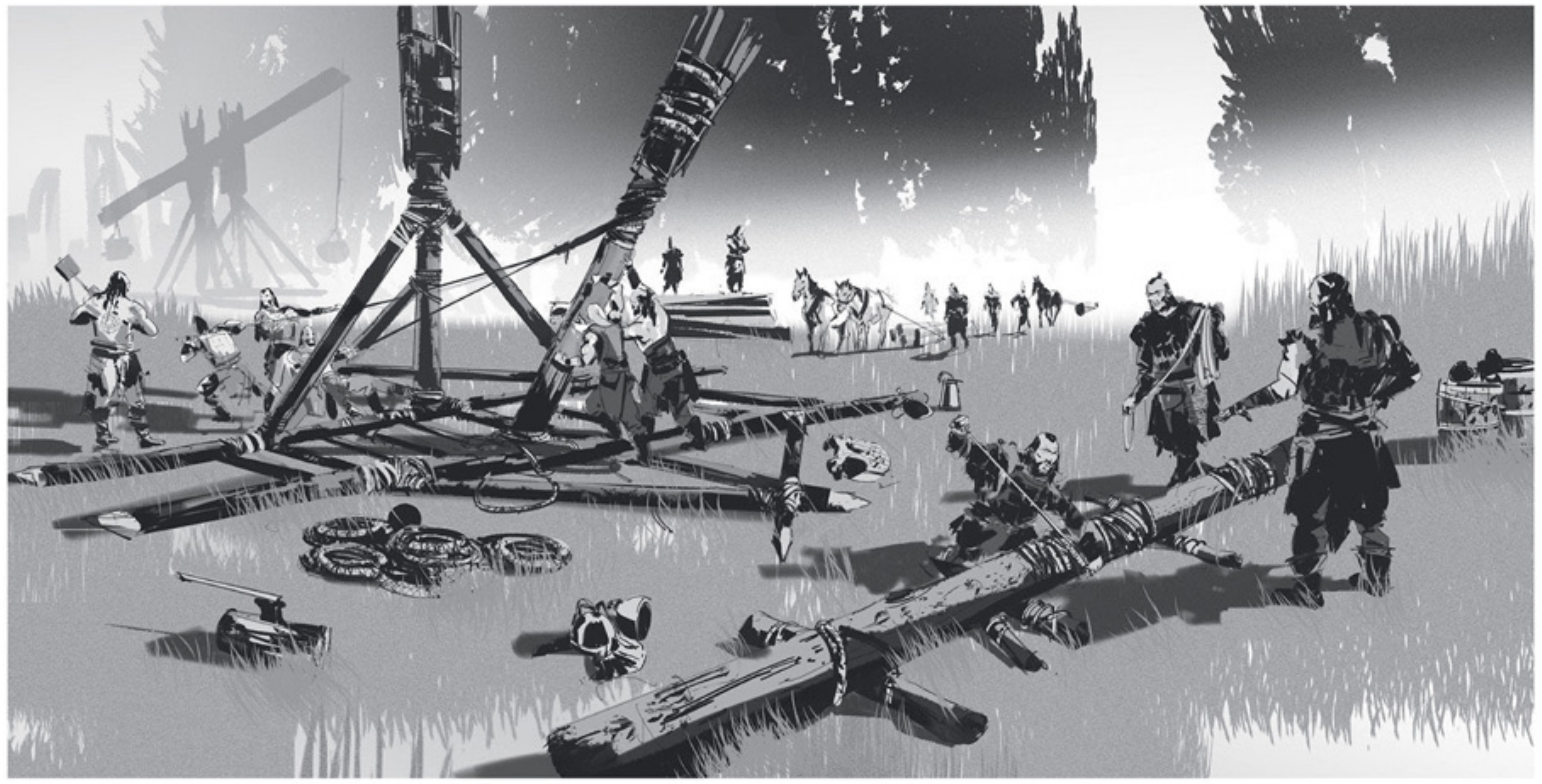
Mongol Ship Deck



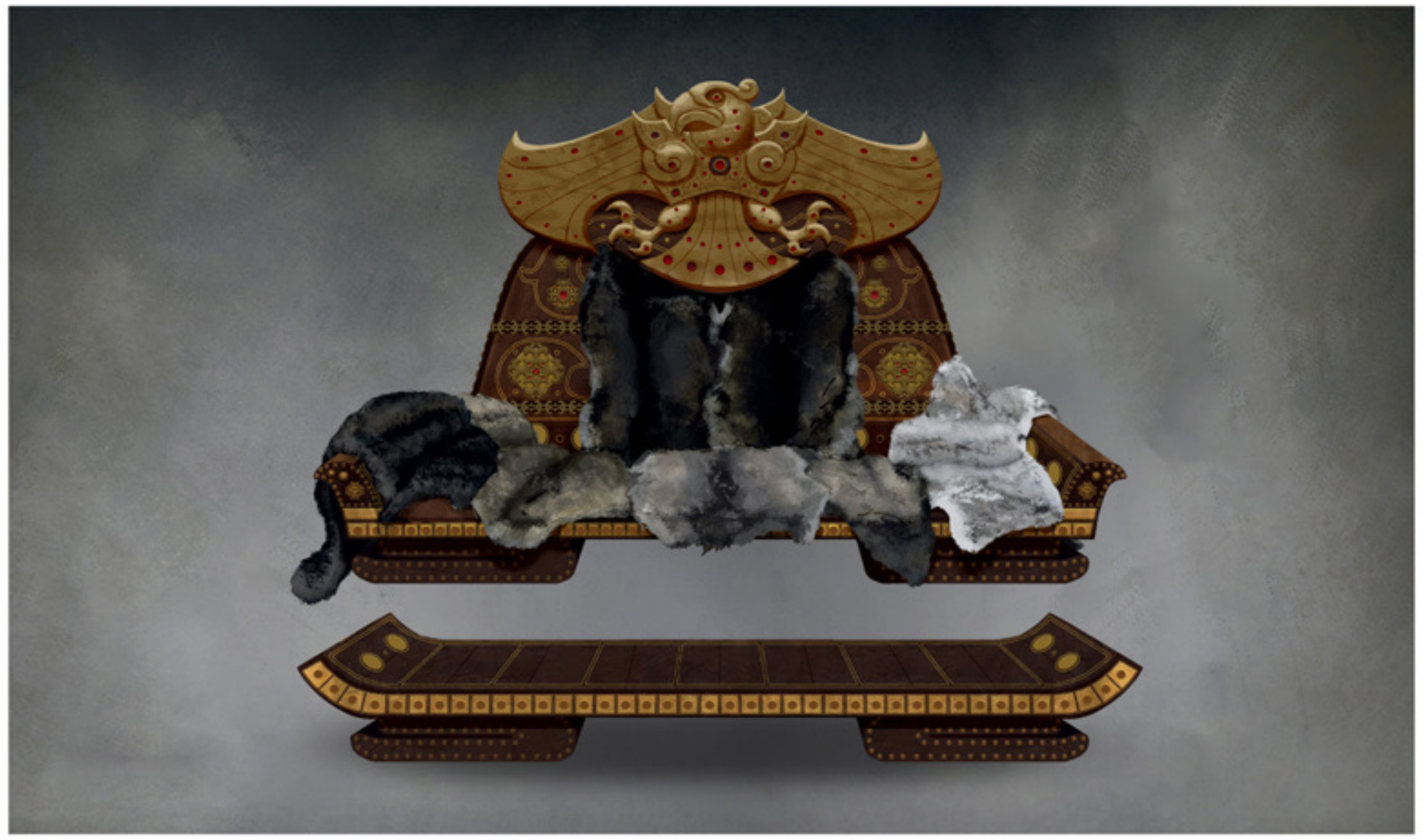
Mongol Yurt

Yurt Interior

Warlord Yurt



Mongol Camp Sketch



Warlord Throne

GHOST
OF TSUSHIMA

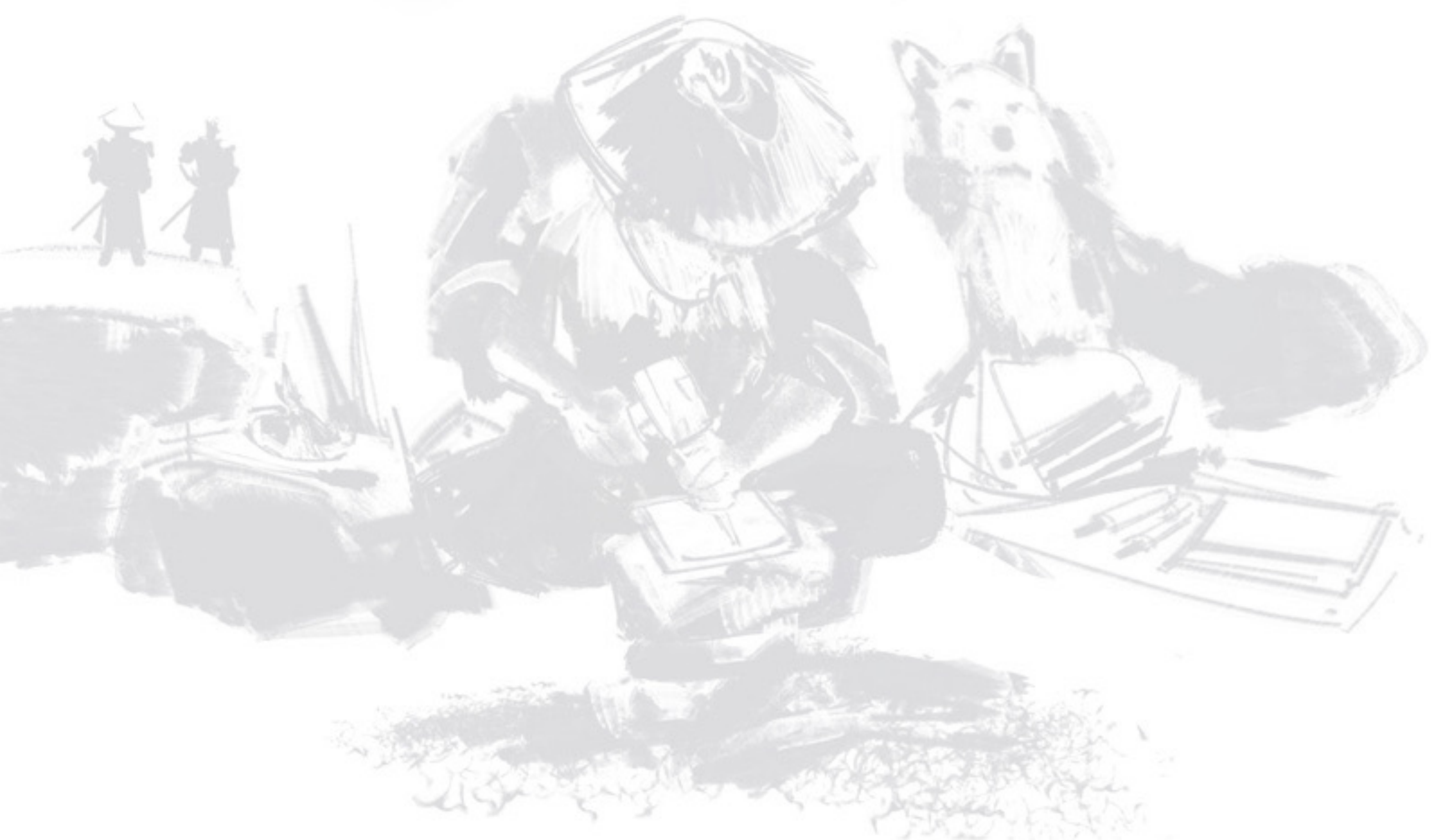
Graveyard

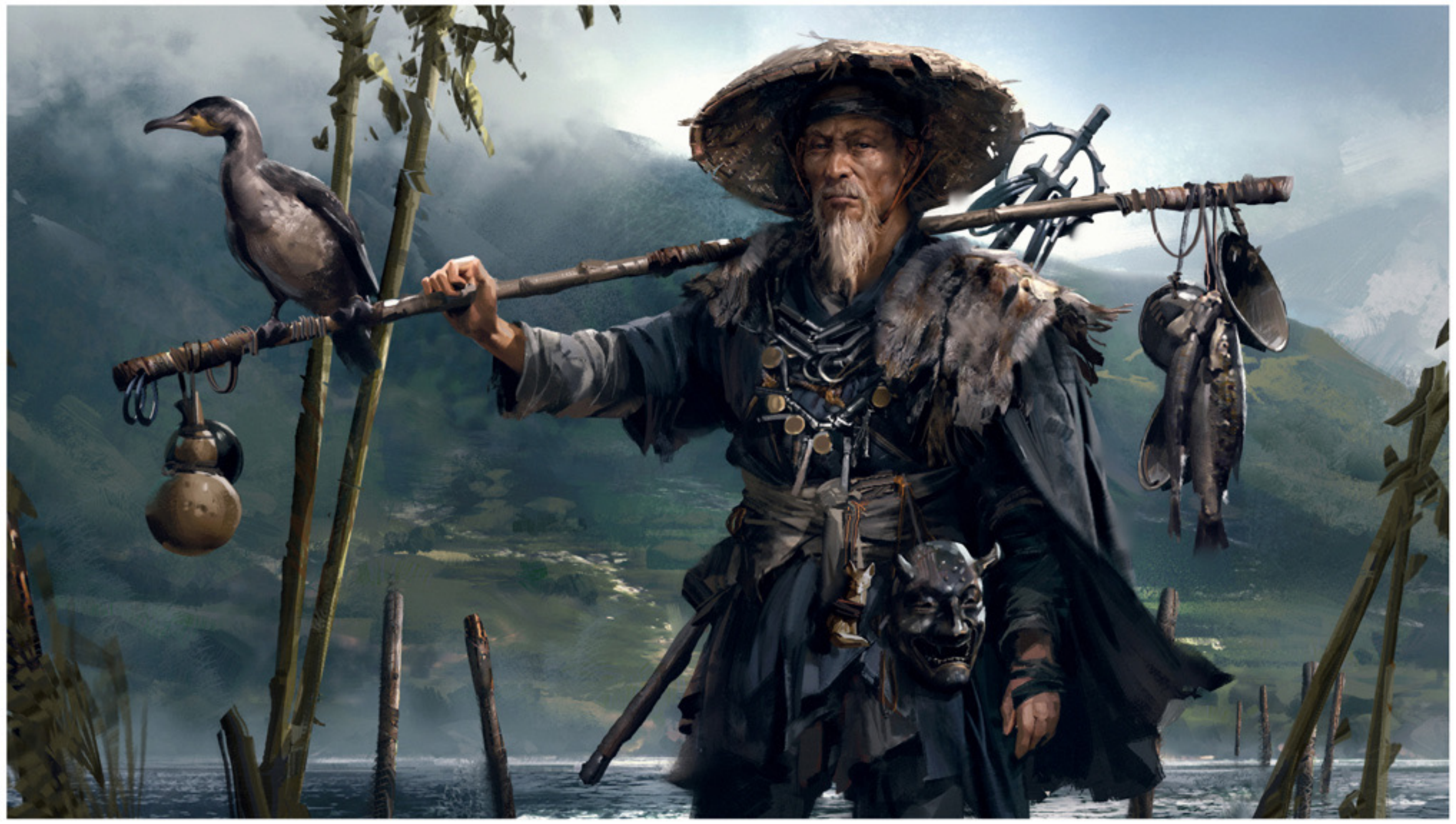
GHOST
OF TSUSHIMA

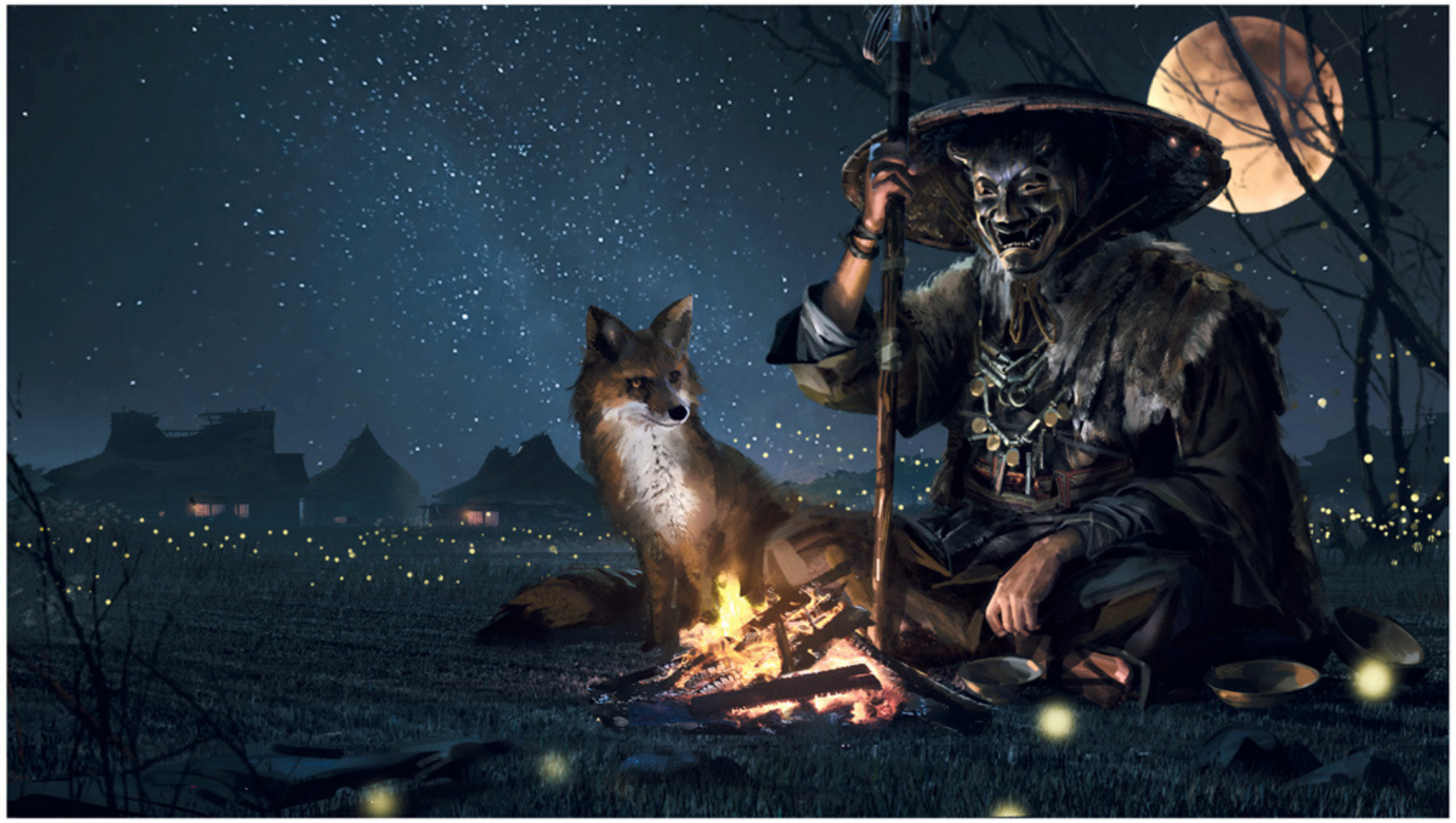
Key Art

伝説

CHAPTER 3
LEGENDS DLC



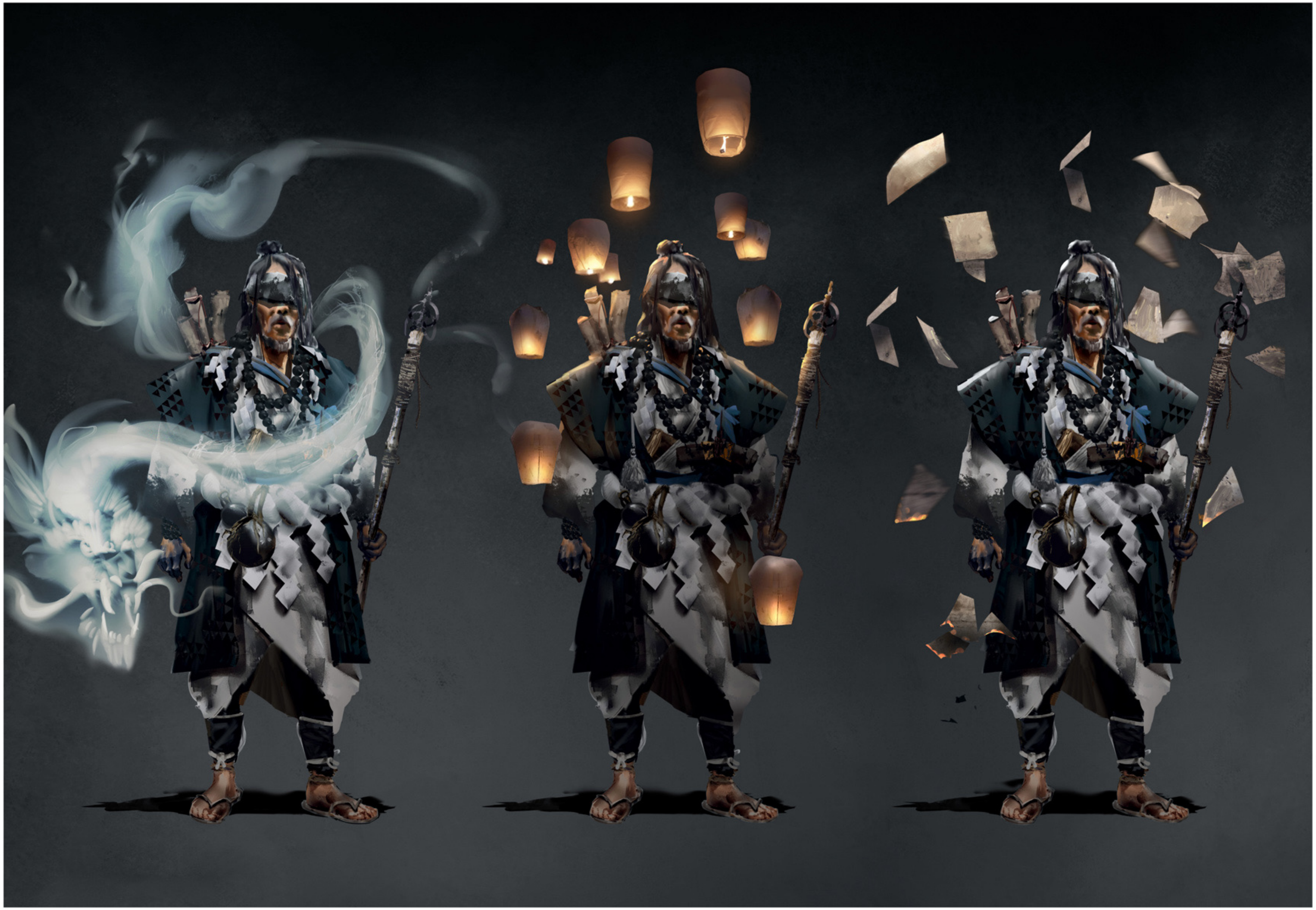


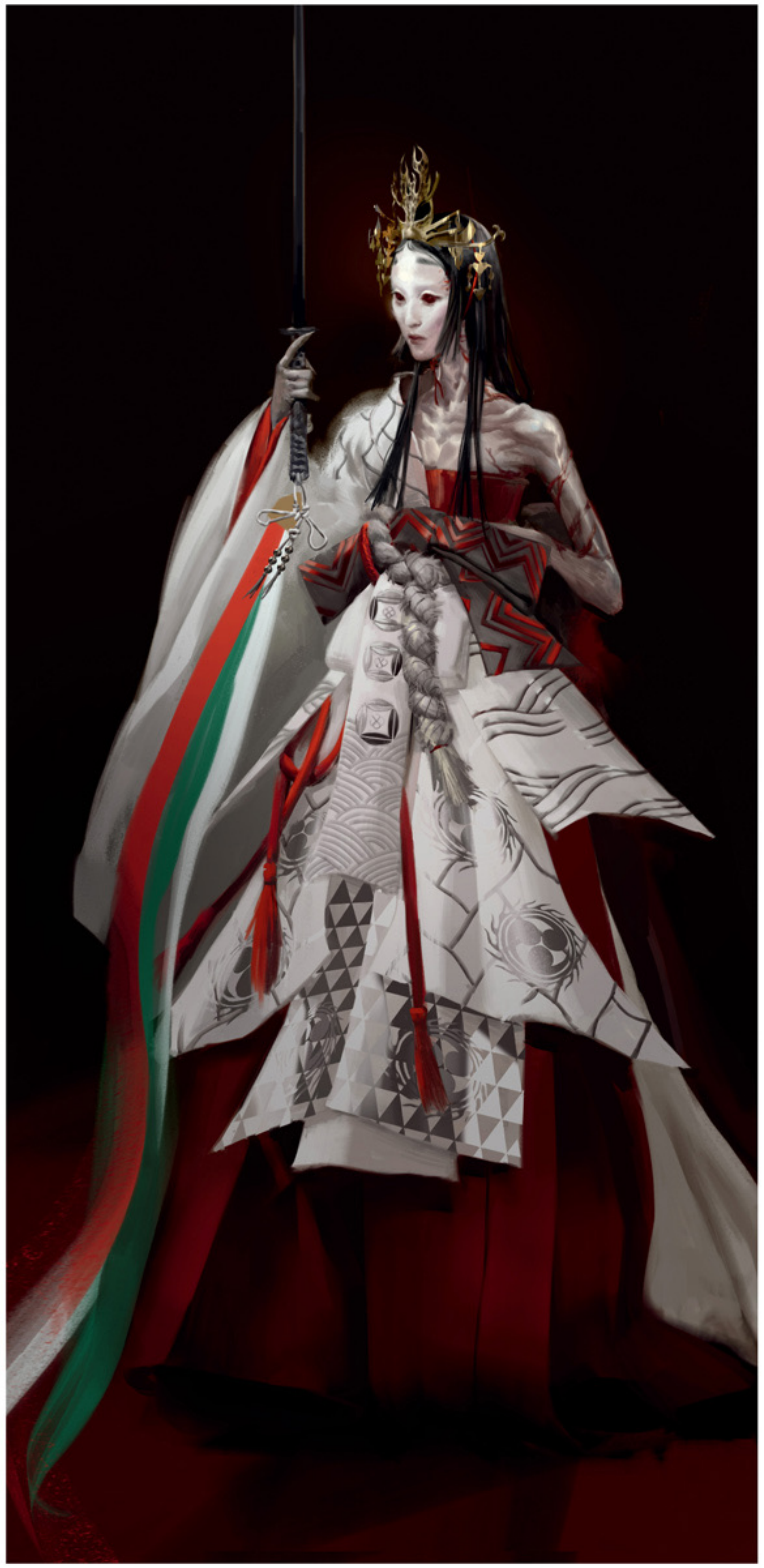


STORYTELLER

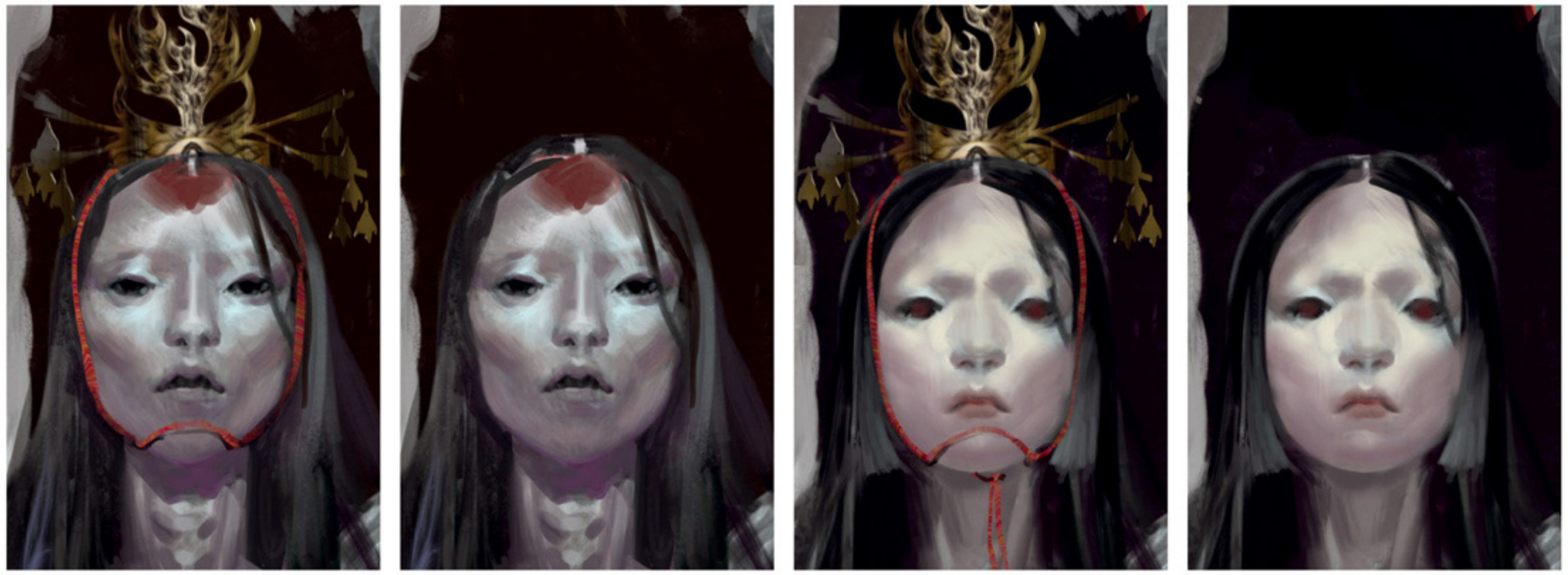
These explorations represent the storyteller, who gives off a vibe of being all-seeing and all-knowing. The images on the left emphasize the idea that he's a traveler who gathers things throughout his adventures. He's joined by animals to show his connection to nature. A mask covers his face, transforming him as he weaves his stories.

On the right, we see him as an exiled Buddhist monk. He reads and absorbs knowledge, keeping records of long-lost stories and carrying scrolls with him. His clothes are stained with ink from his writing, and he wears a scrap of cloth to cover his blind eyes.

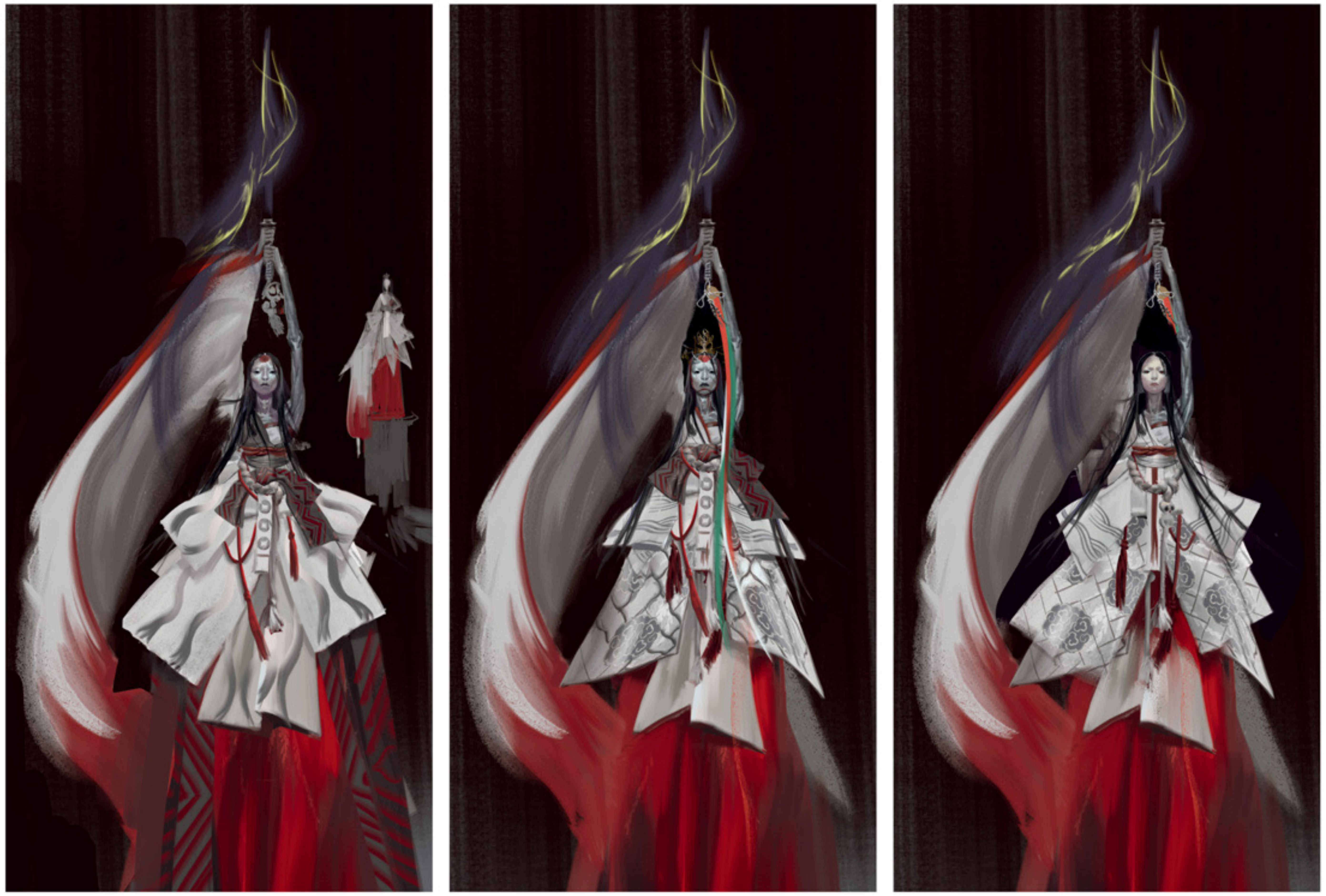




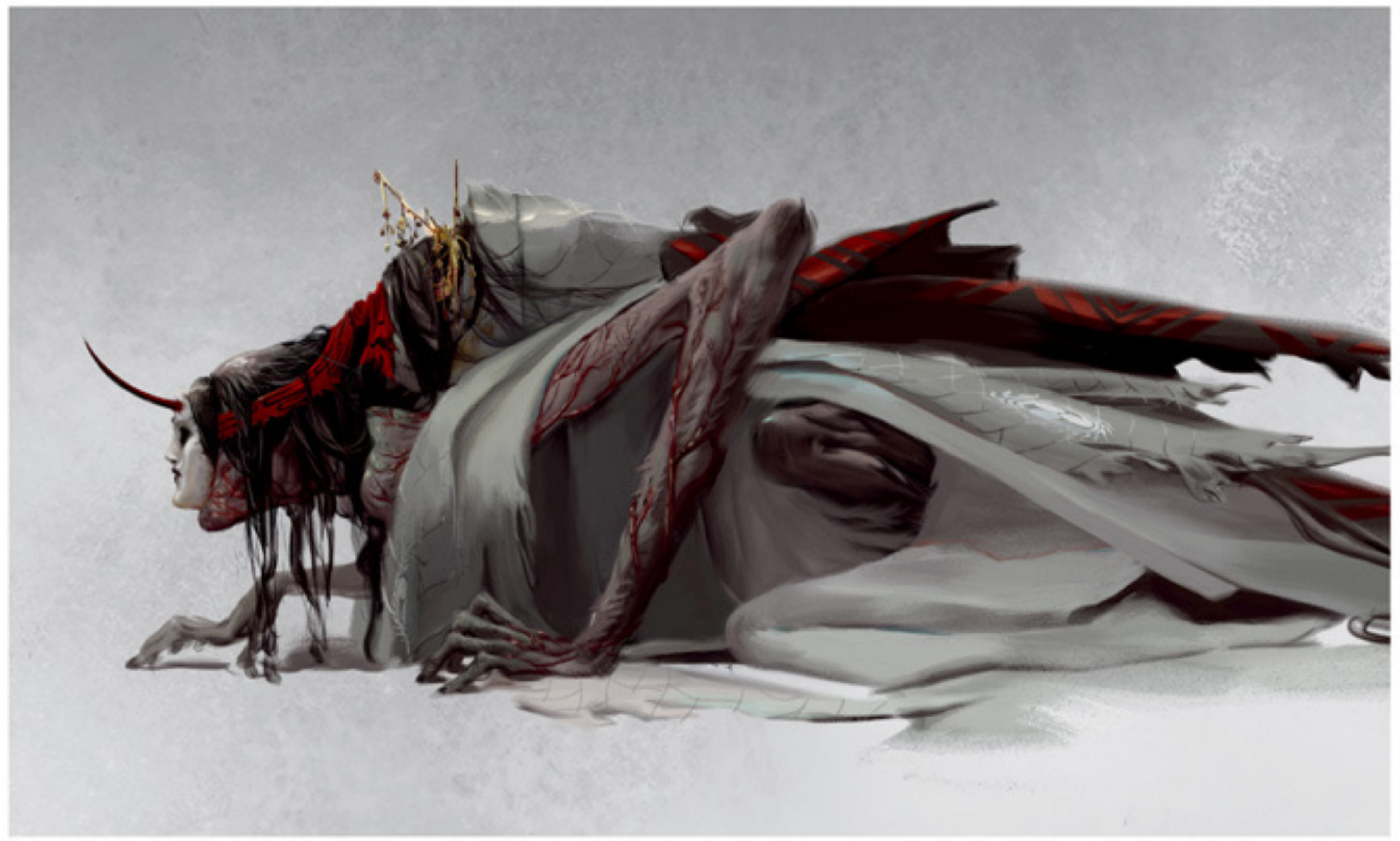
Iyo



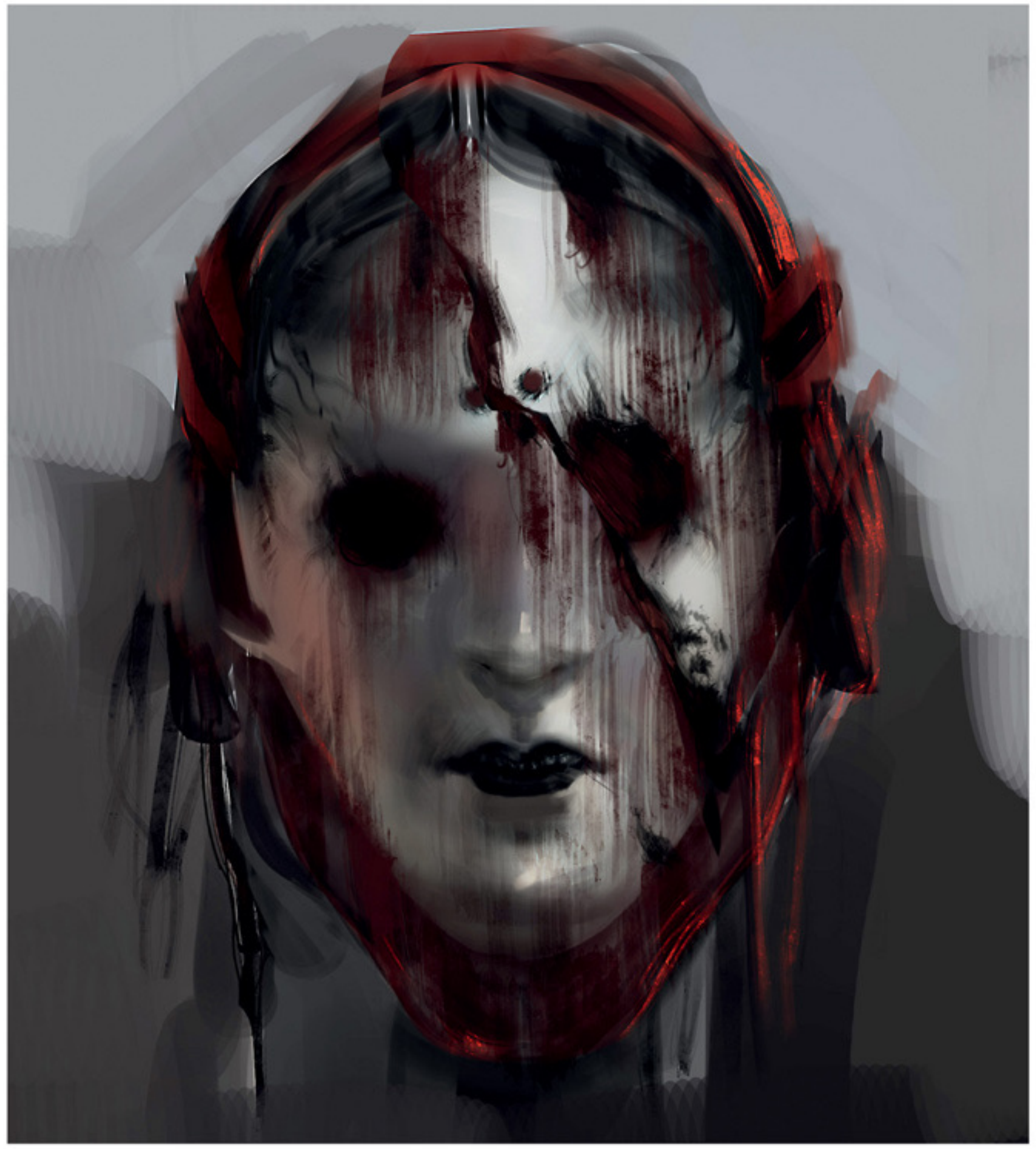
Iyo Phase One Head Detail



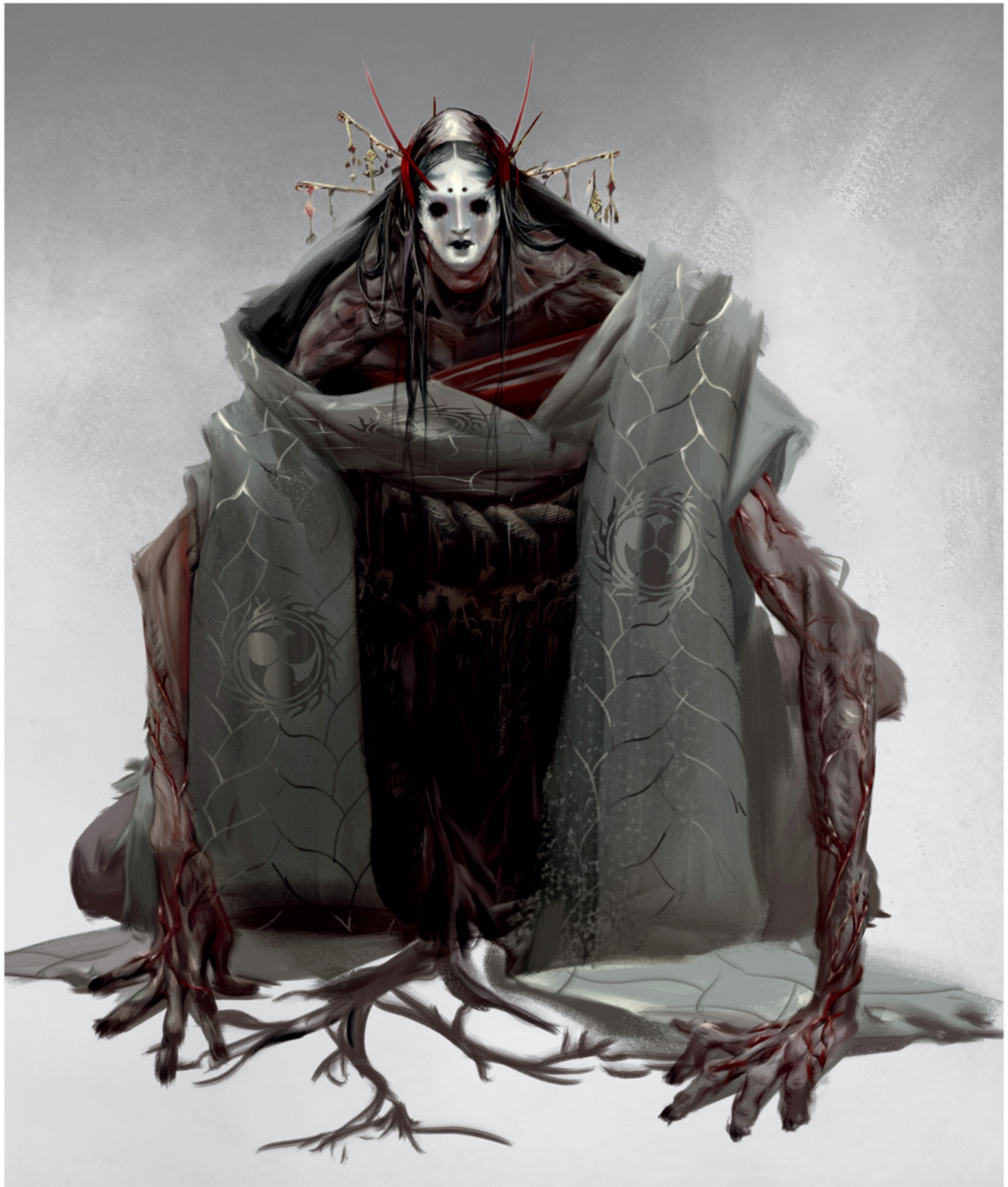
Iyo Phase One



Iyo Phase Two

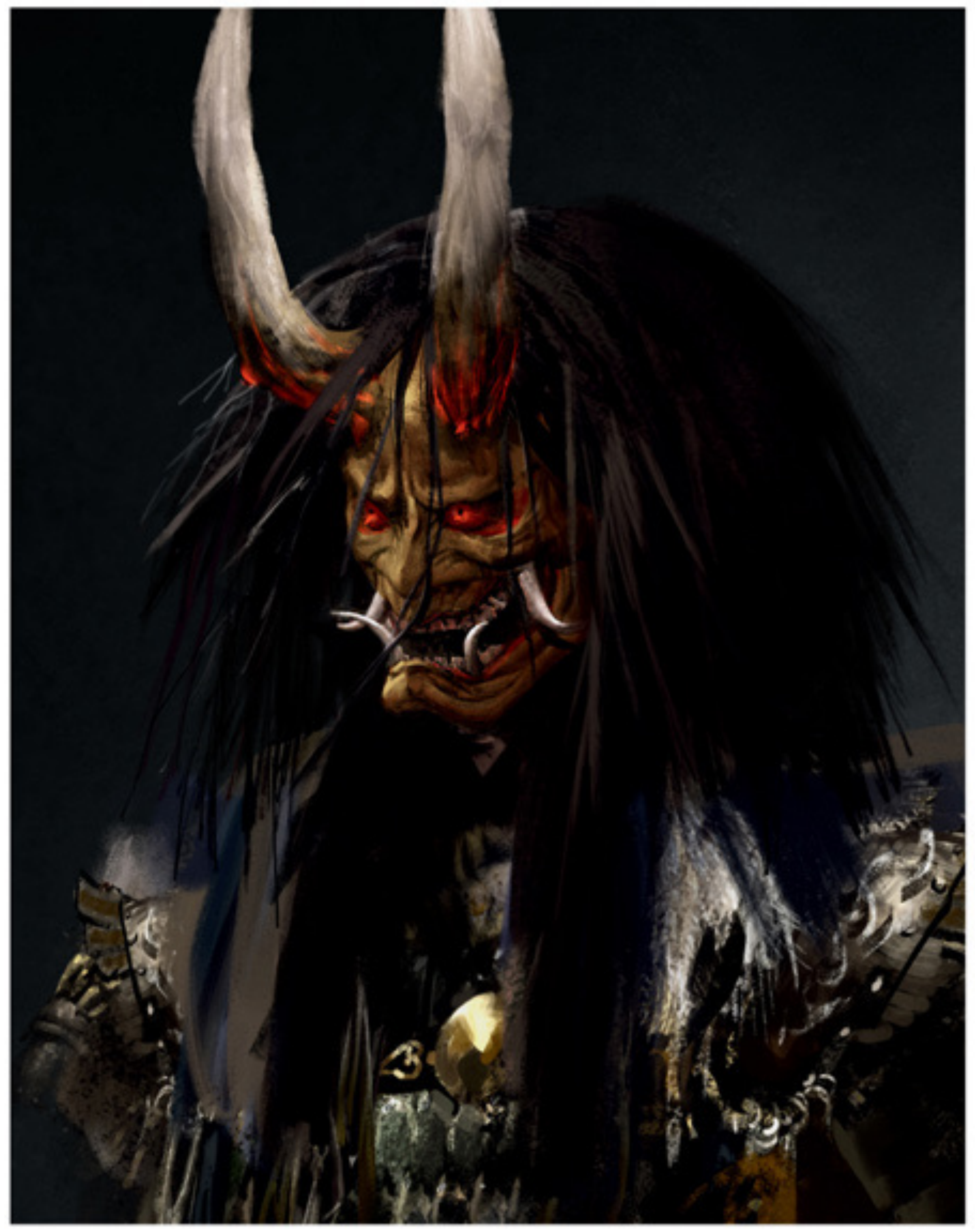


Iyo Mask

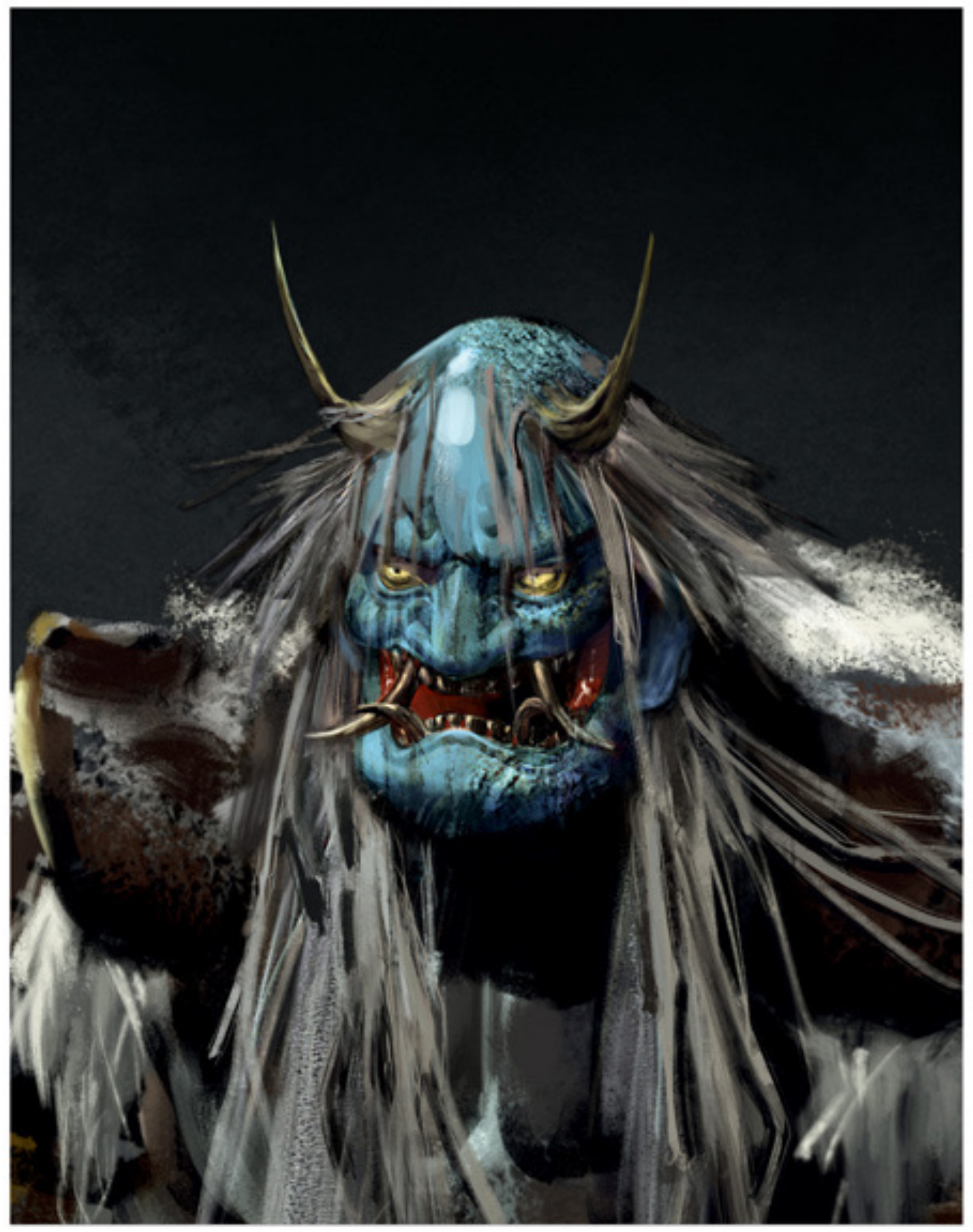


Iyo Phase Two

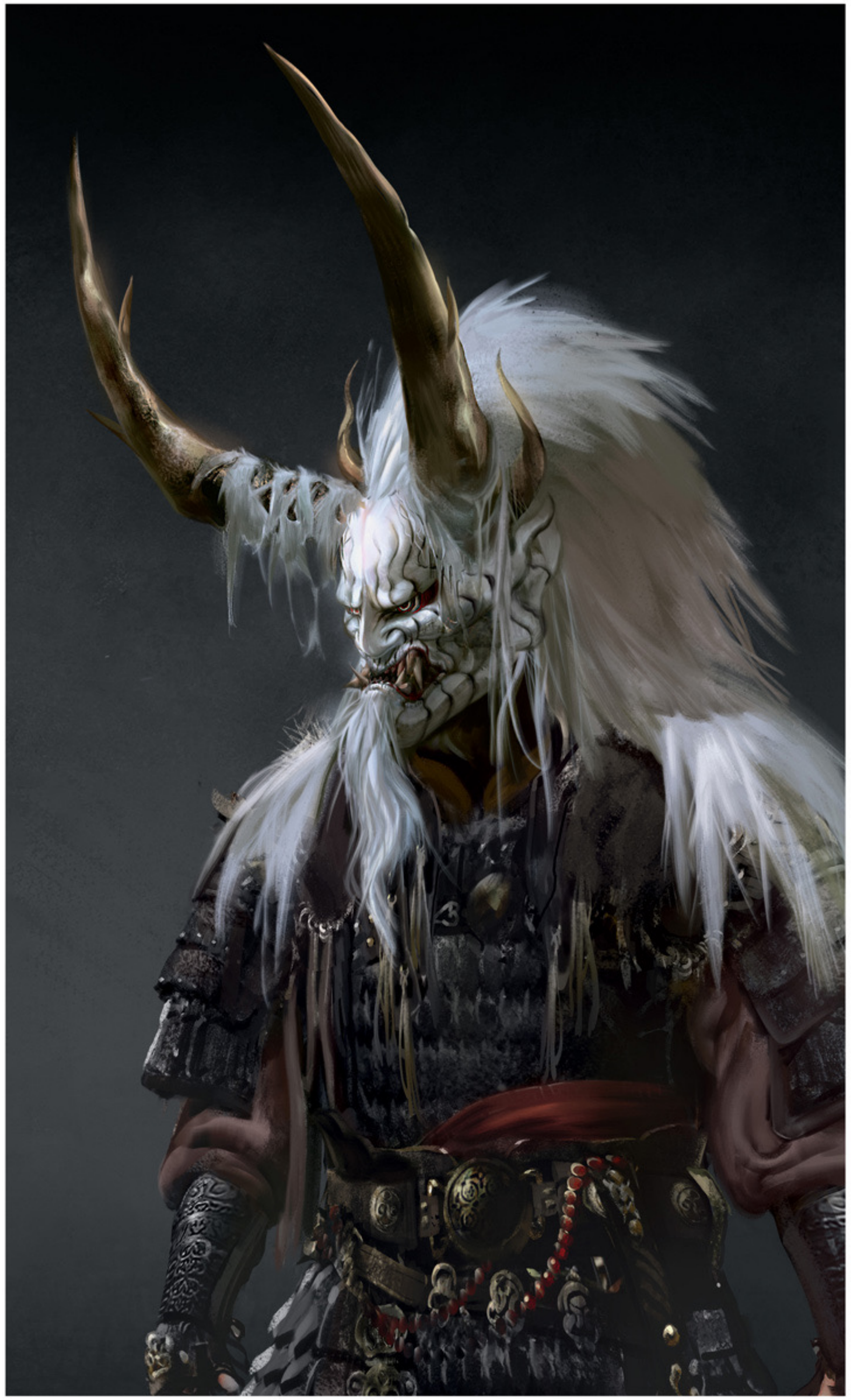
Disciple



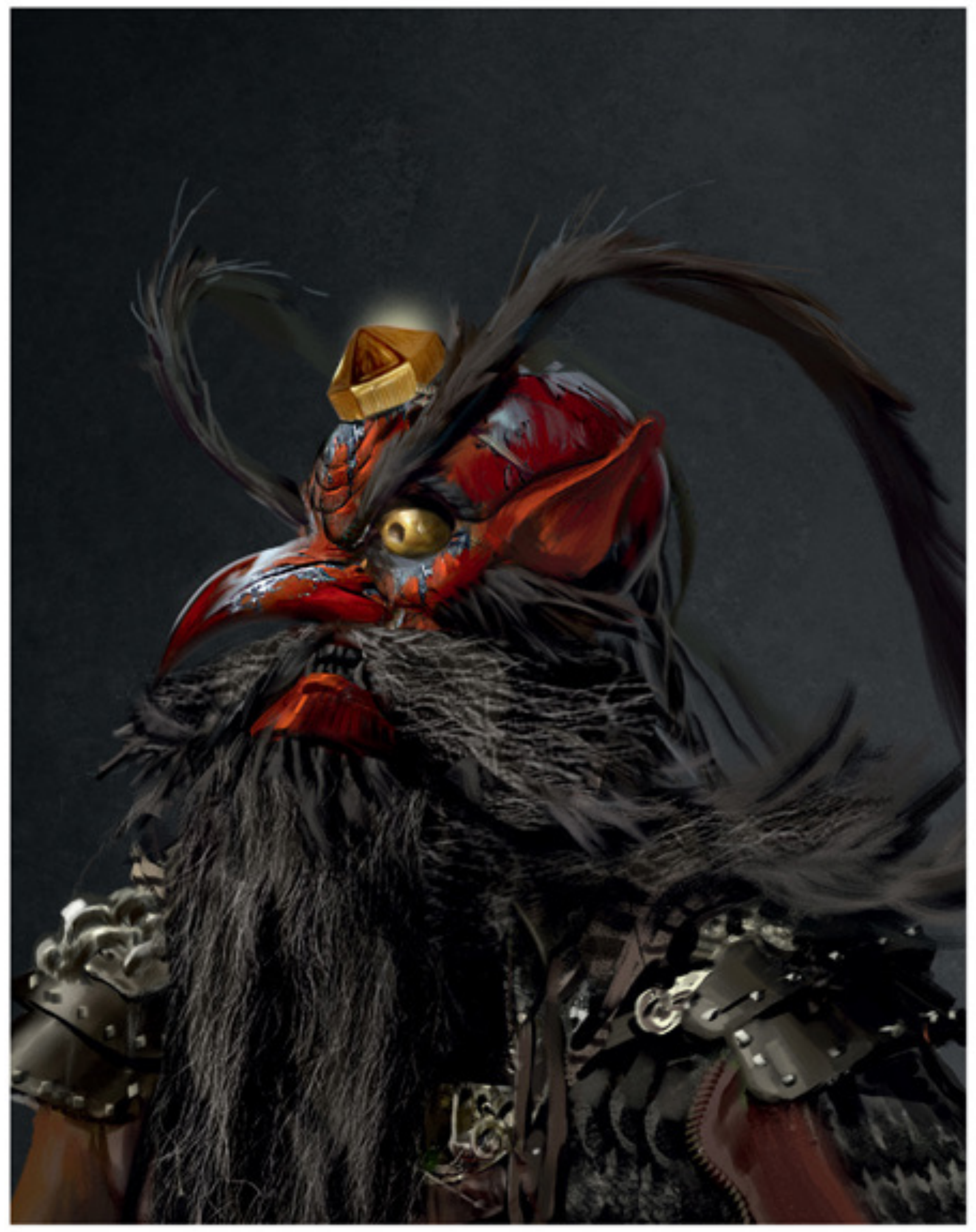
Oni Shieldman



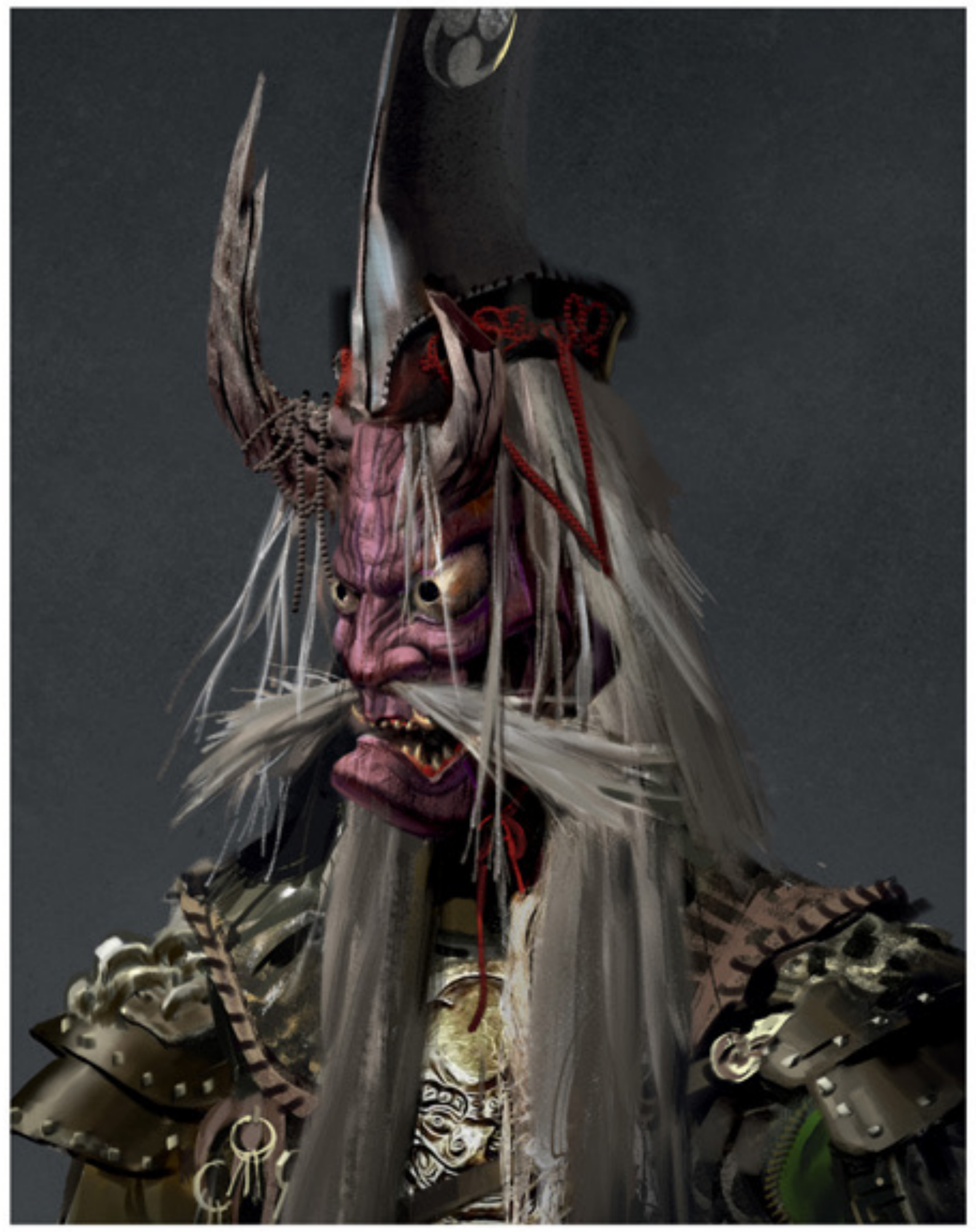
Oni Brute



Oni Warlord



Tengu

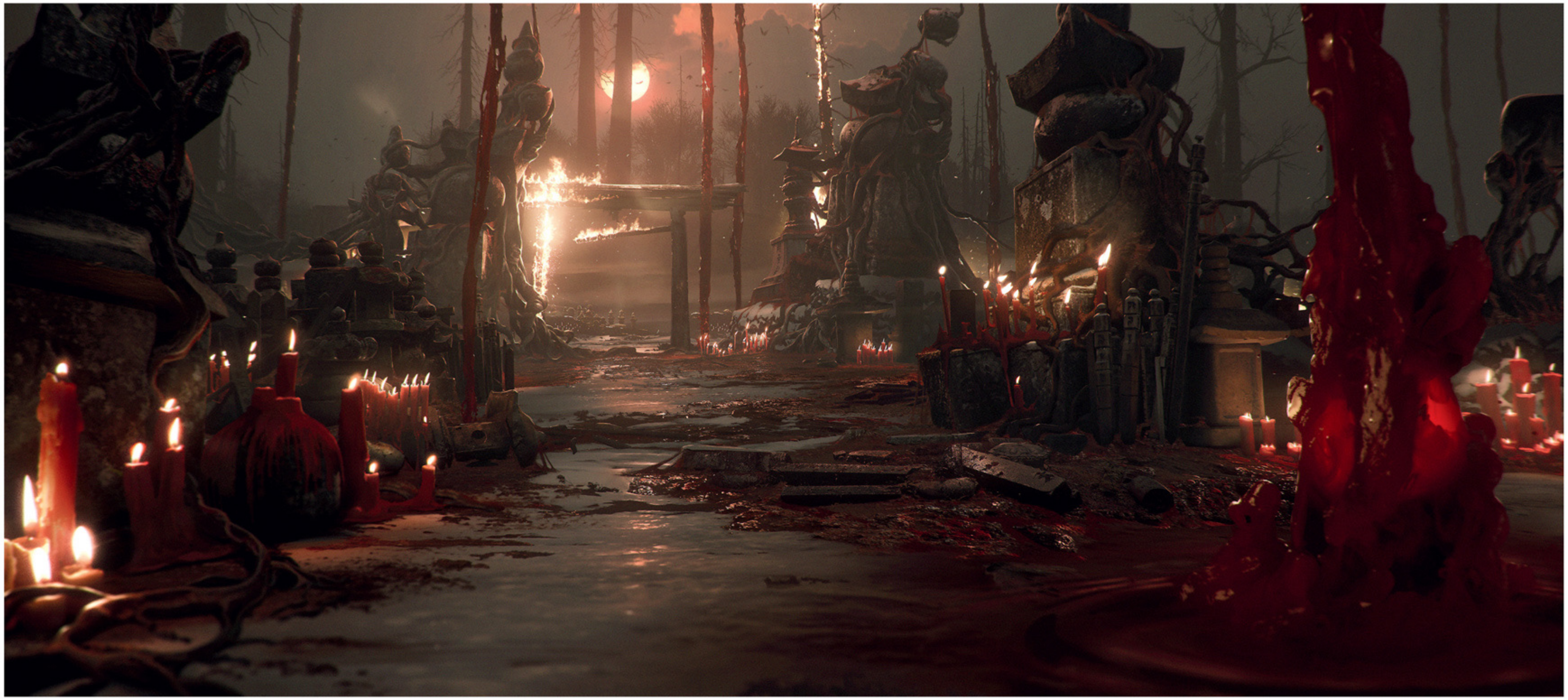


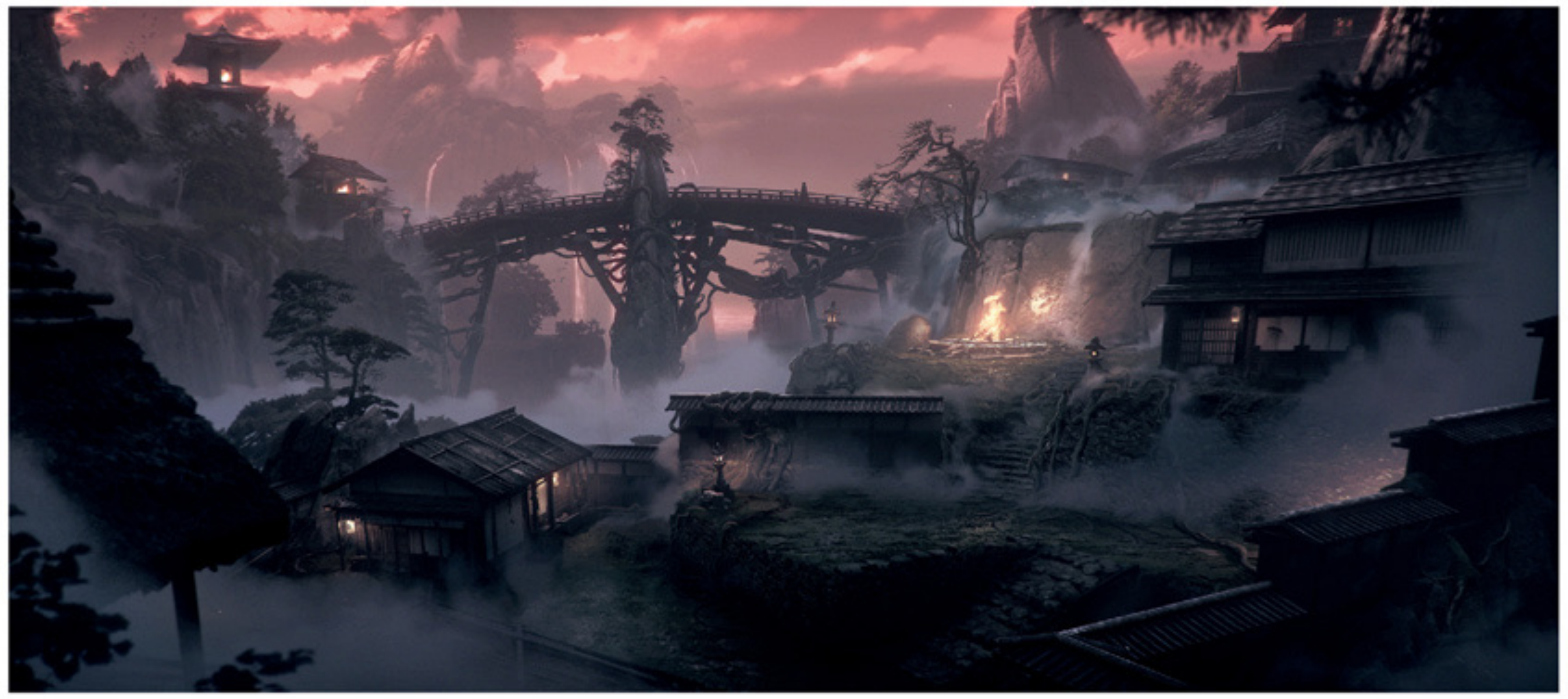
Oni Archer

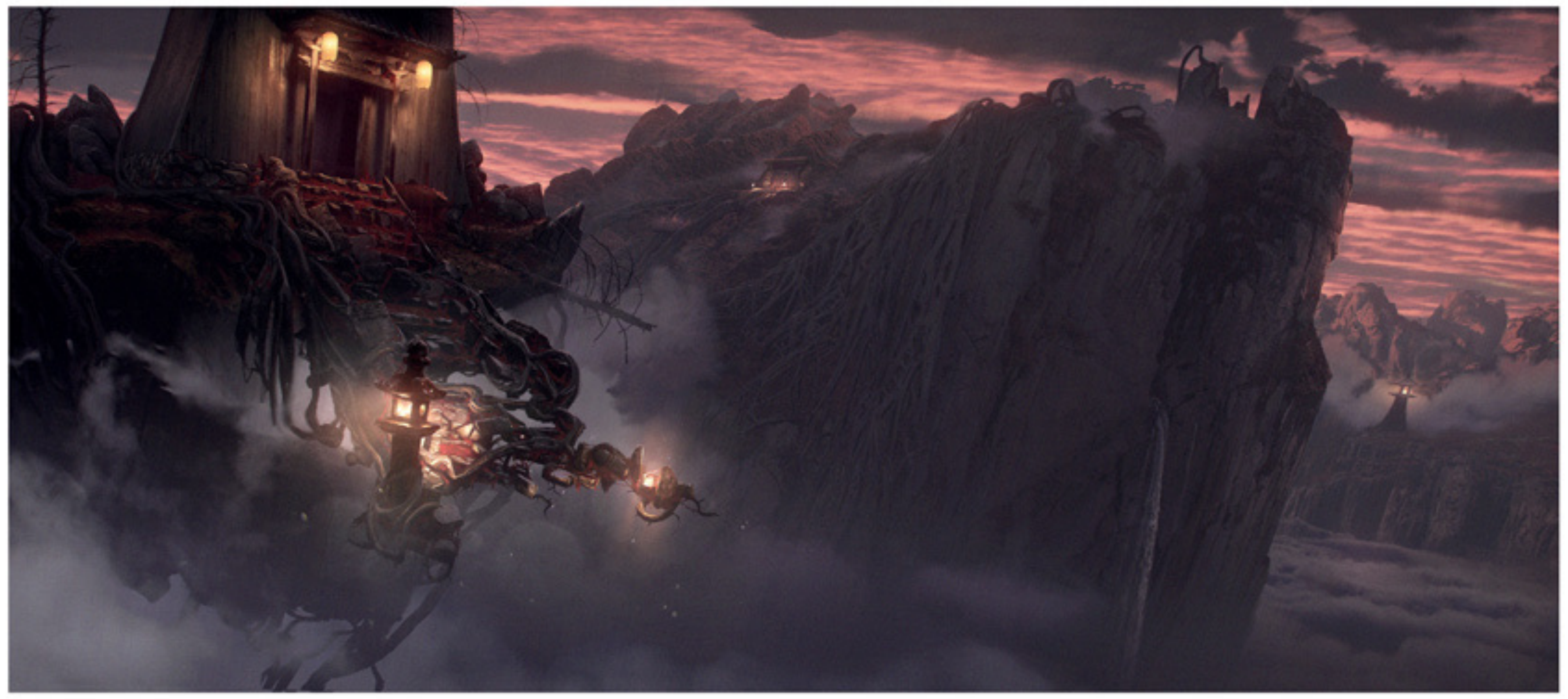
LANDSCAPES

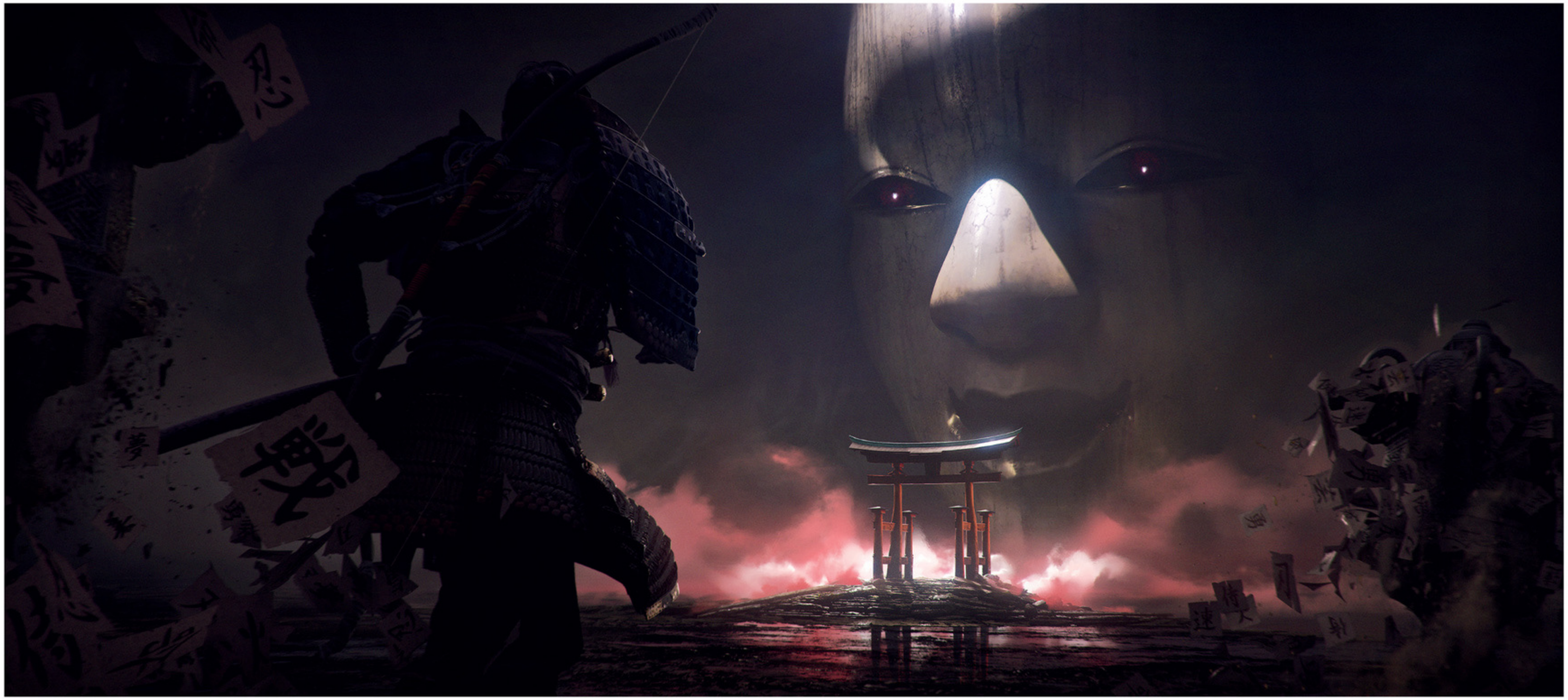
The environments for Legends stand in stark contrast to those in the main game. Rather than capturing natural beauty and an authentic glimpse of feudal Japan, these landscapes have a more dream-like quality.

The designs seen here are meant to feel more mystical, with exaggerated features and a different color palette. Elements like the lanterns and torii gates are inspired by Japanese imagery, and many of these areas are meant to feel like ancient Japanese woodblock prints brought to life.





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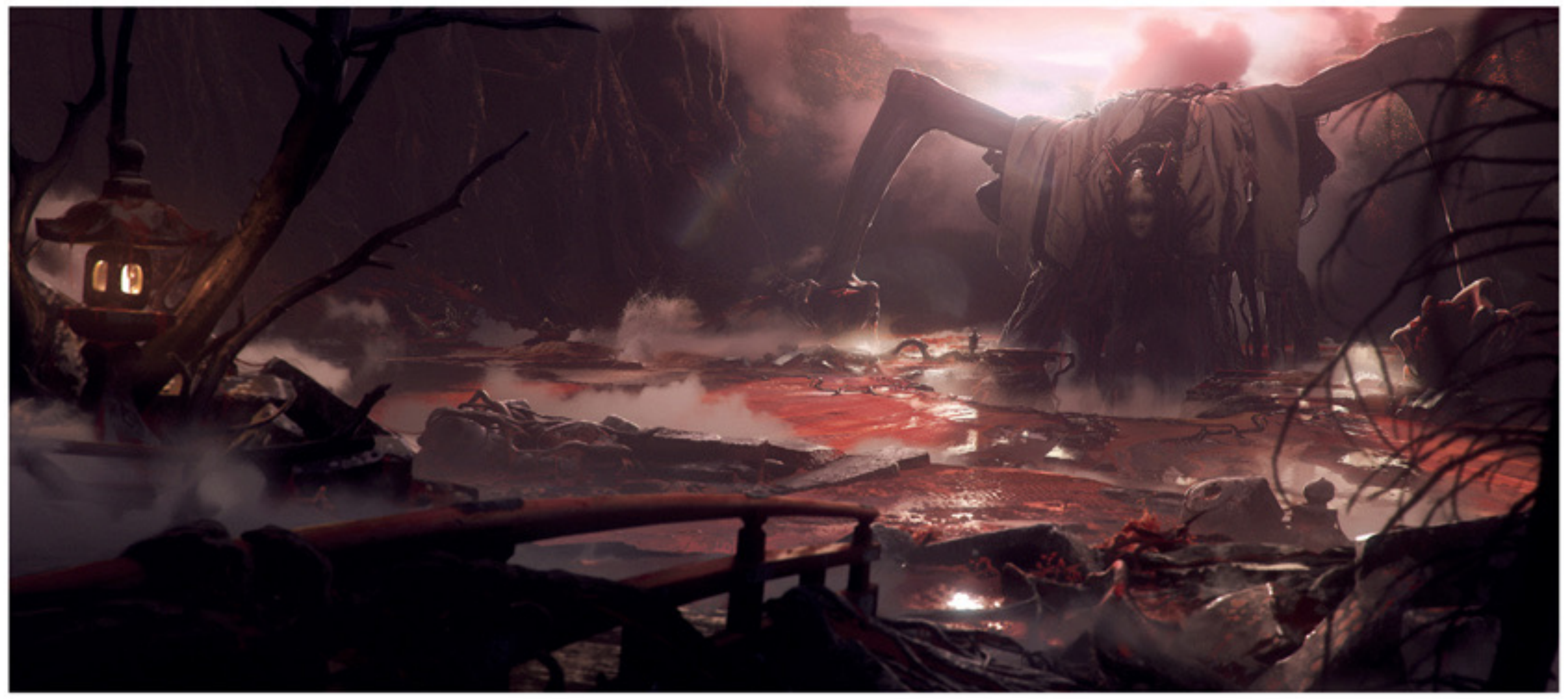

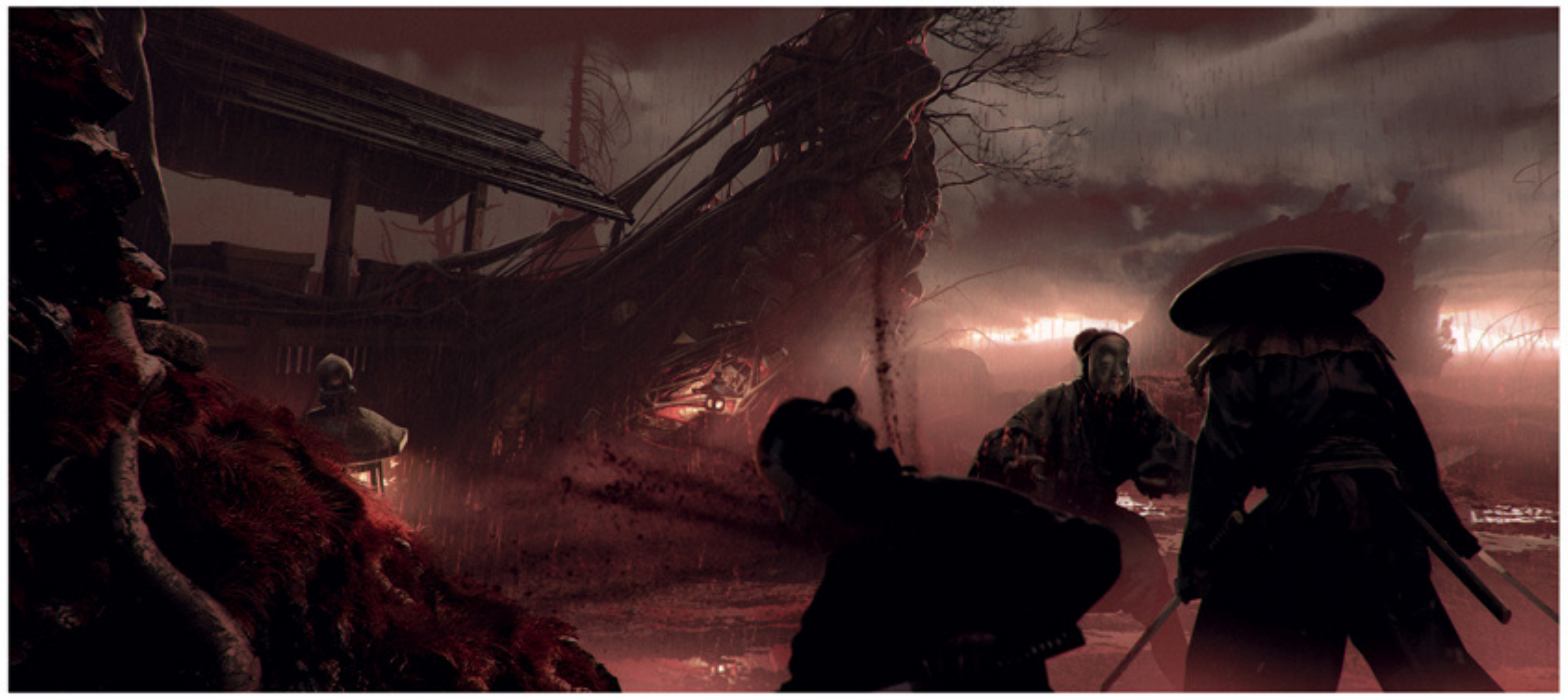

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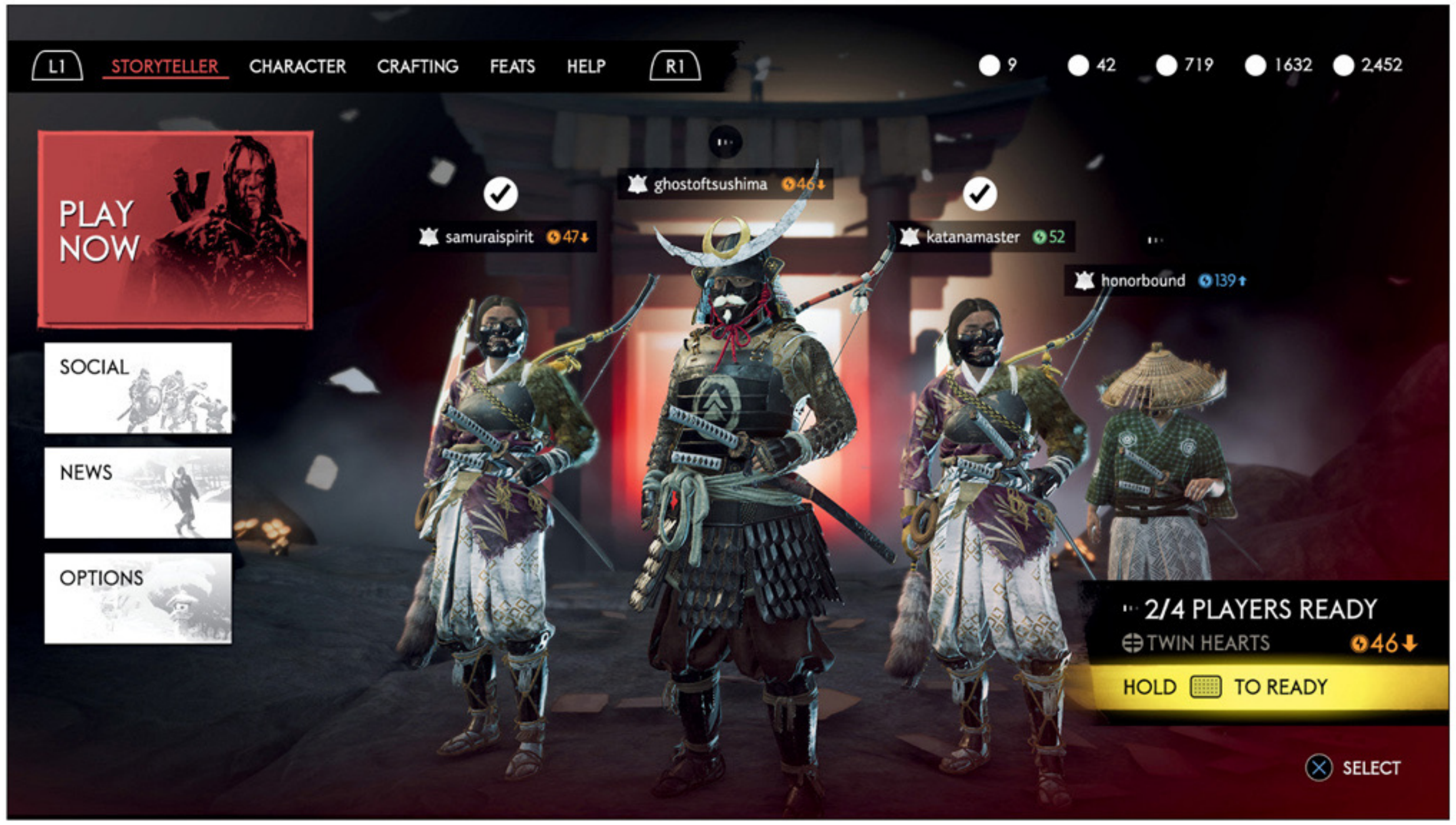
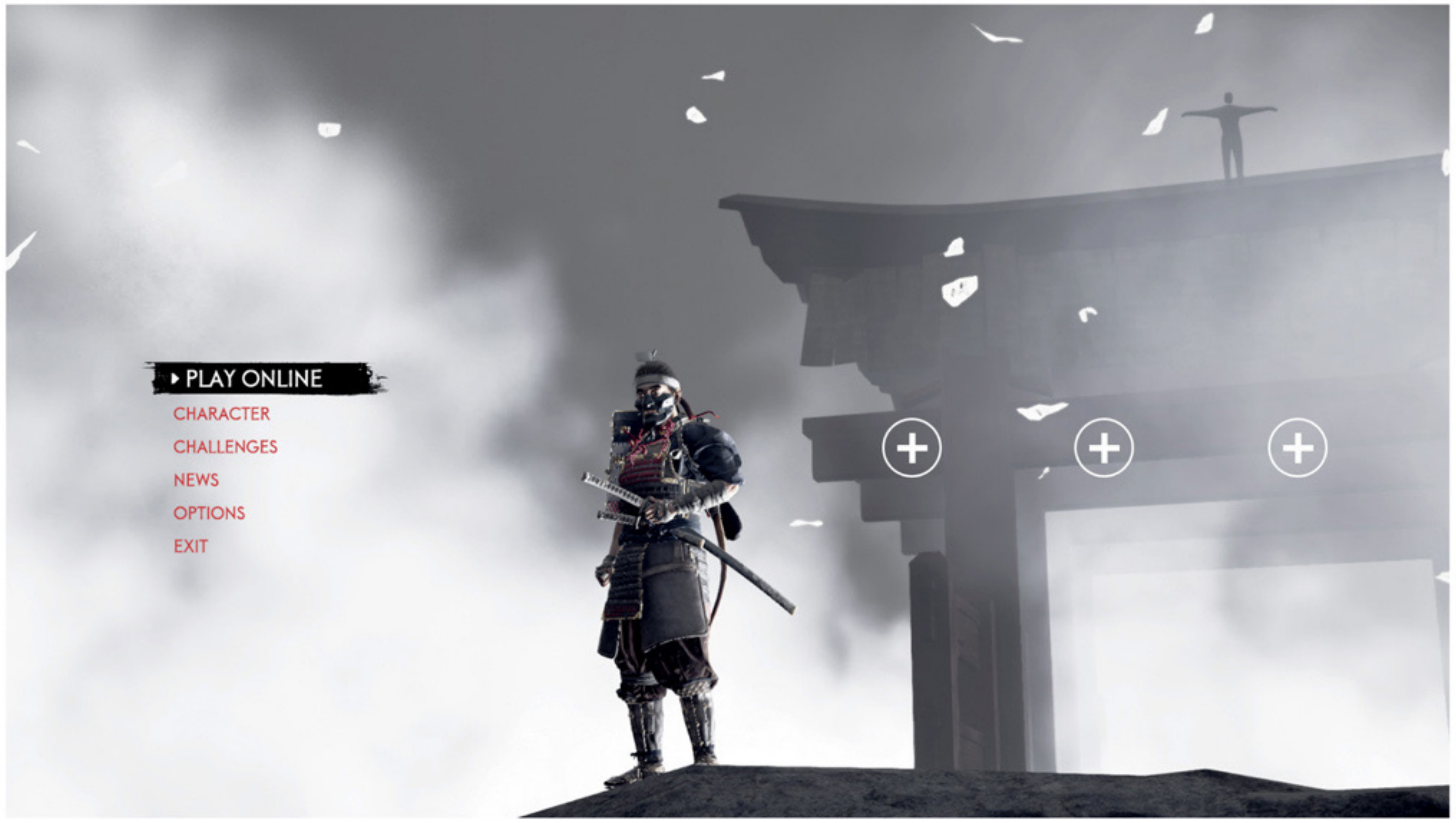

L1
STORYTELLER
CHARACTER
CRAFTING
FEATS
HELP
R1
9
42
719
1632
2,452
PLAY NOW
SOCIAL
NEWS
OPTIONS
samuraispirit 47
ghostoftsushima 46
katanamaster 52
honorbound 139
2/4 PLAYERS READY
TWIN HEARTS 46
HOLD TO READY
SELECT


PLAY ONLINE
CHARACTER
CHALLENGES
NEWS
OPTIONS
EXIT

物語

CHAPTER 4

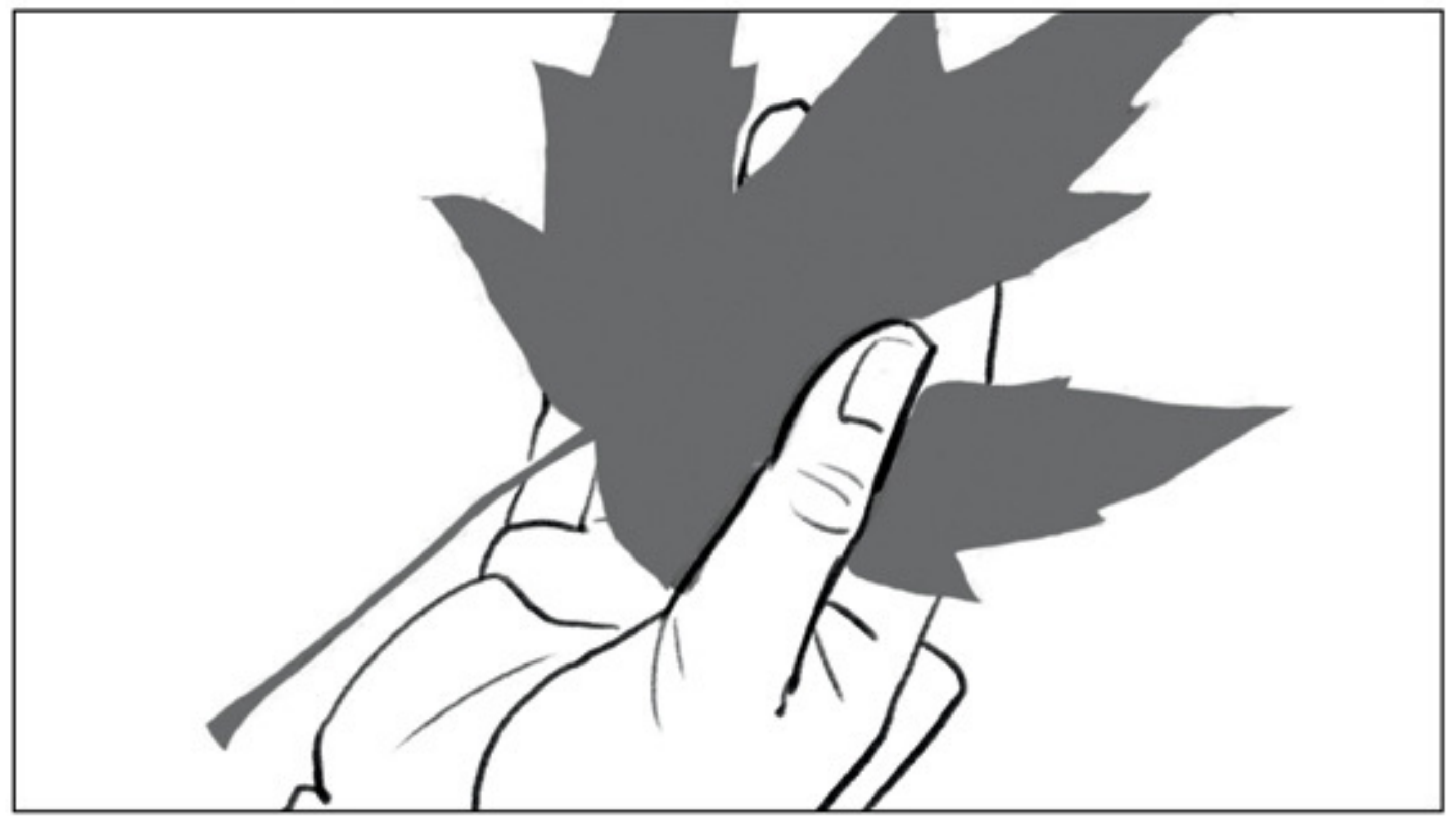
STORYBOARDS

STORYBOARDING

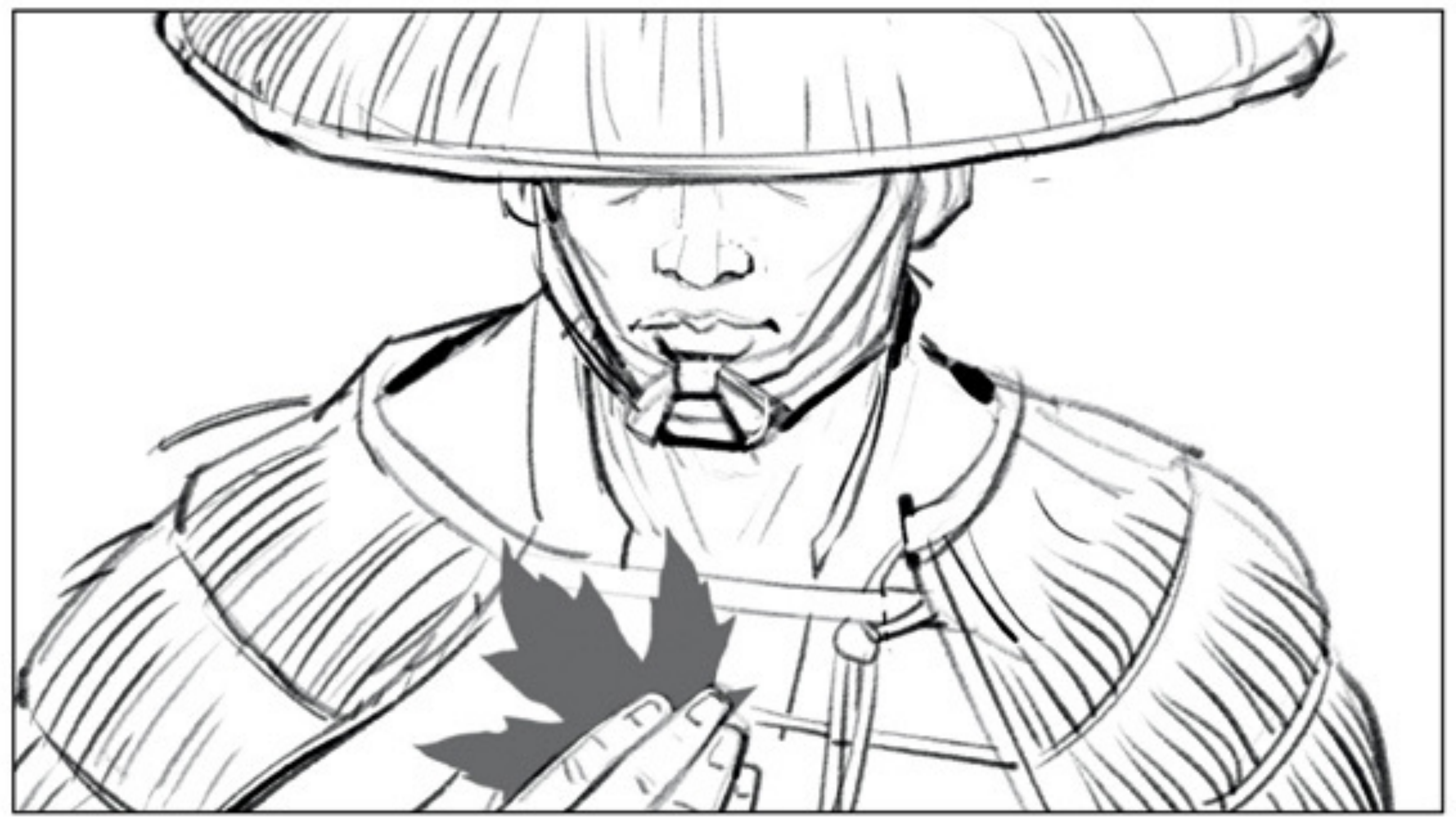
During development, the clearest way to express an idea or a scene in a script is to present it visually. Storyboards are used throughout the process to quickly test out ideas and iterate on how they might be solved in the game. Some early tests can be as simple as stick figures, with more detailed versions crafted once specifics have been nailed down. Early in development, storyboards are often also placed in-game to maintain narrative continuity until full cinematic scenes have been created and implemented.

Our storyboards take inspiration from samurai films, including techniques like framing, shot length, and overall composition. The storyboards are step one in the process of achieving the timeless impression of a classic samurai fantasy that players will recognize in *Ghost of Tsushima*.

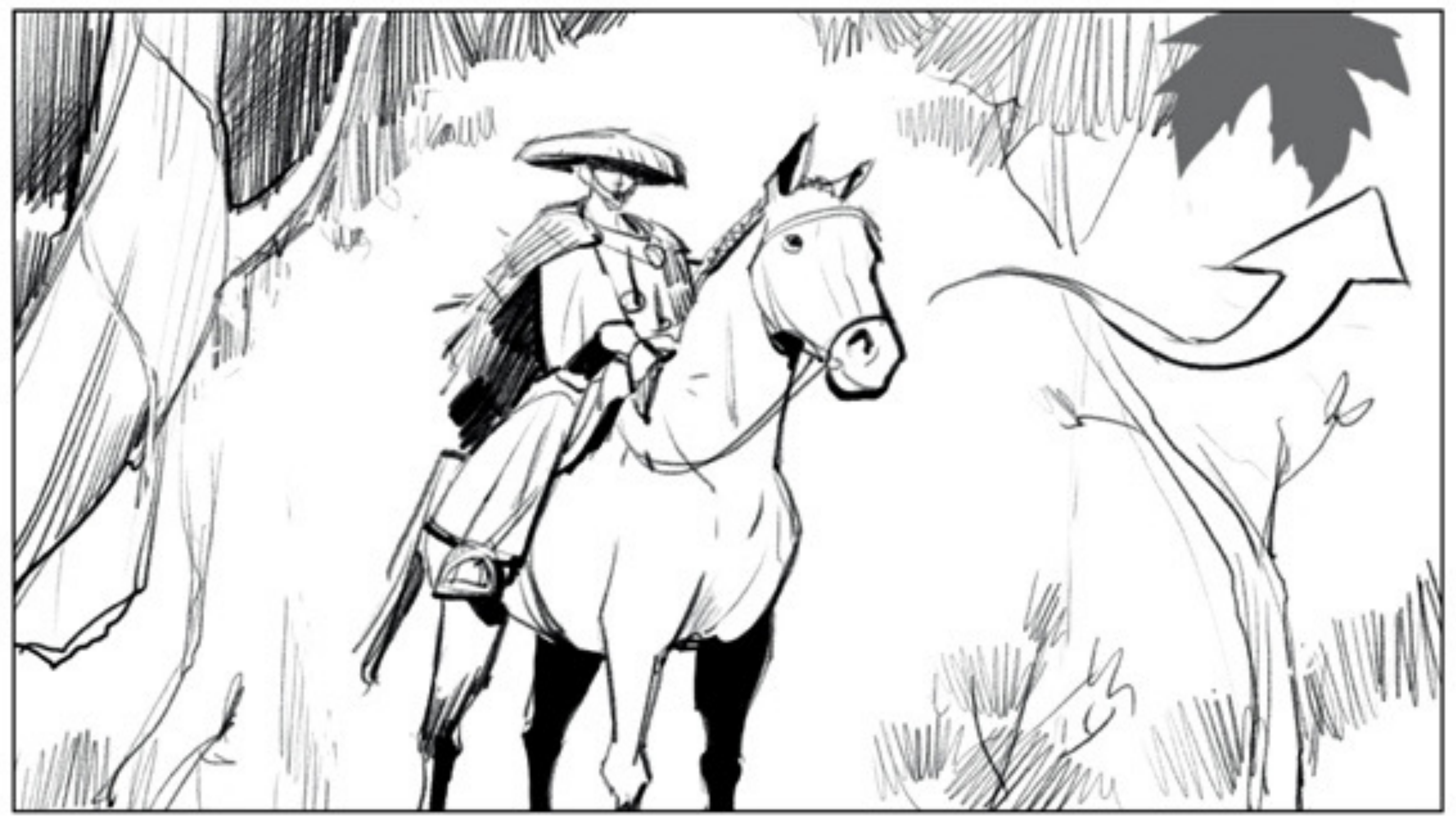
E3 2018 Demo: Introduction Idea 1



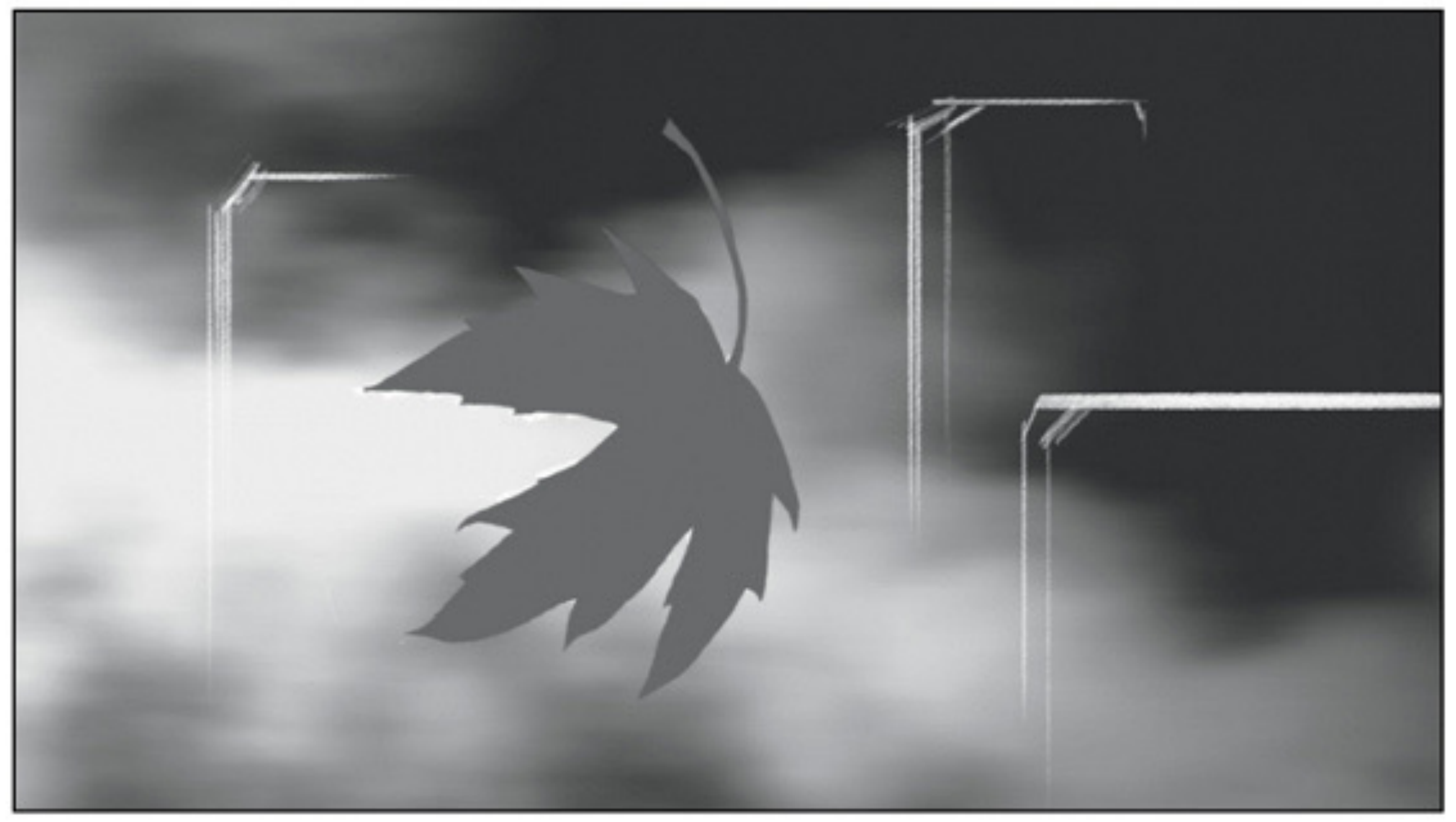
Hard cut from black to bright red maple leaf.



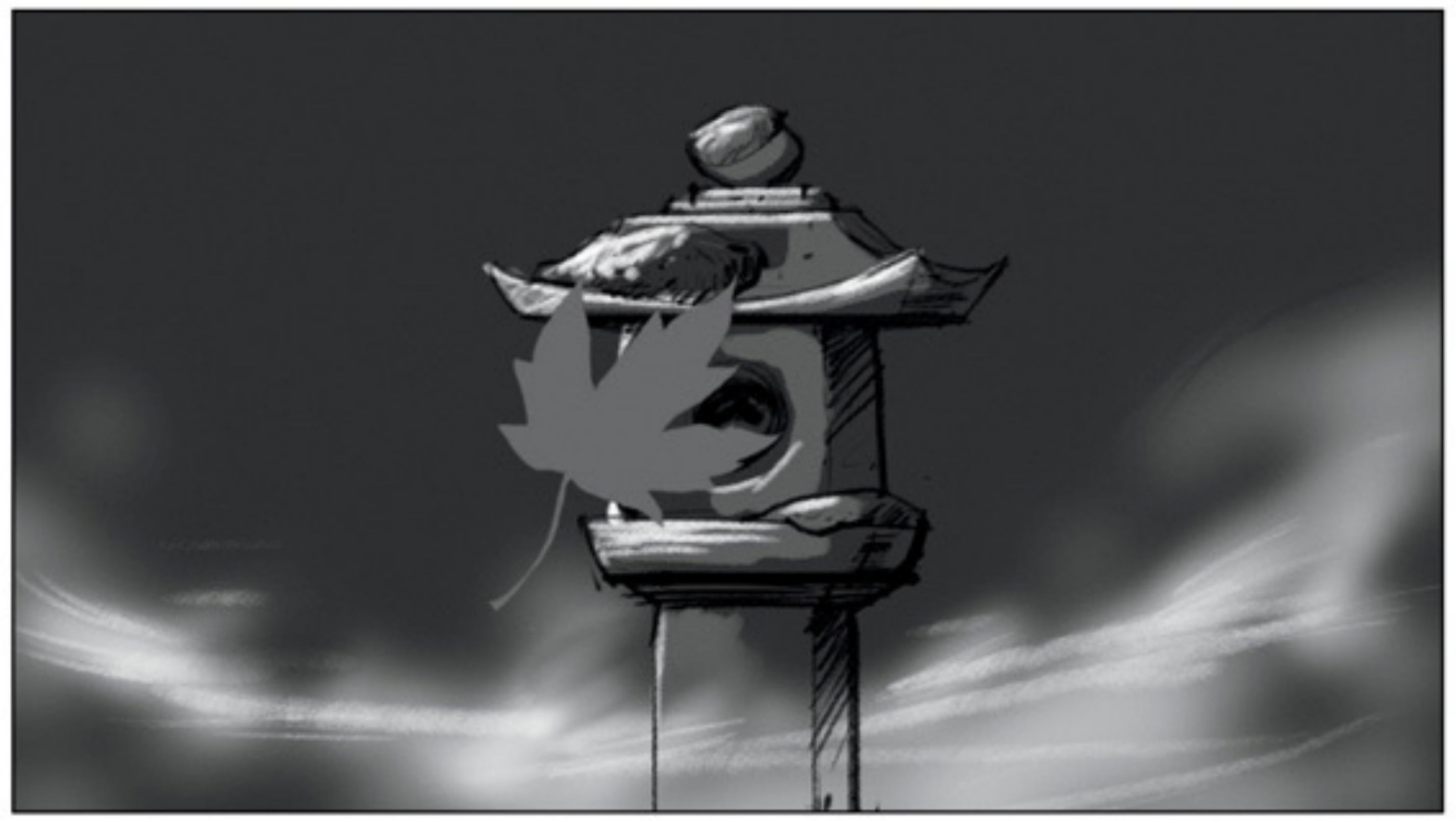
Jin looks at the leaf.



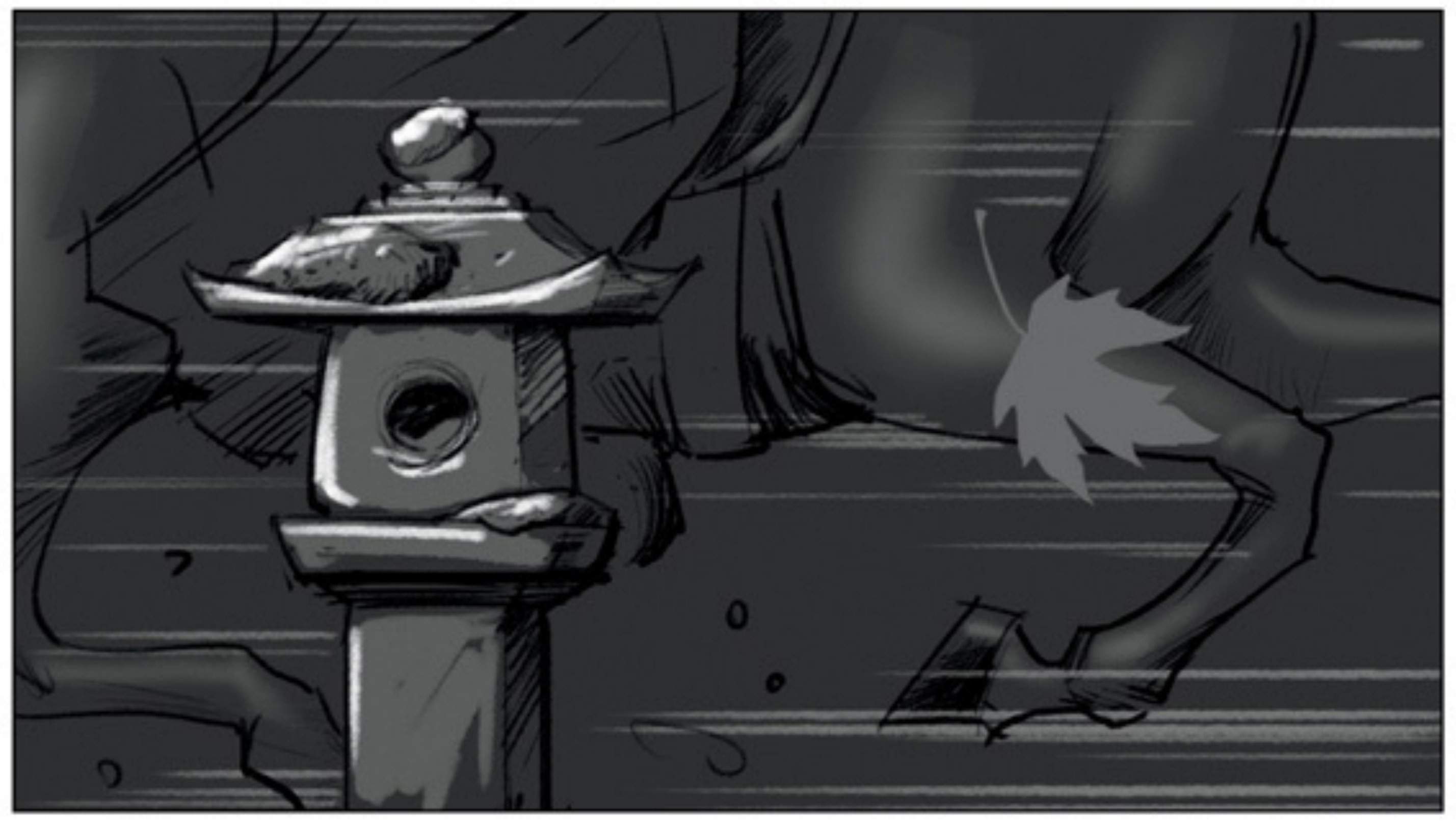
The wind takes it away from his hand and the camera backs out to reveal Jin and horse.



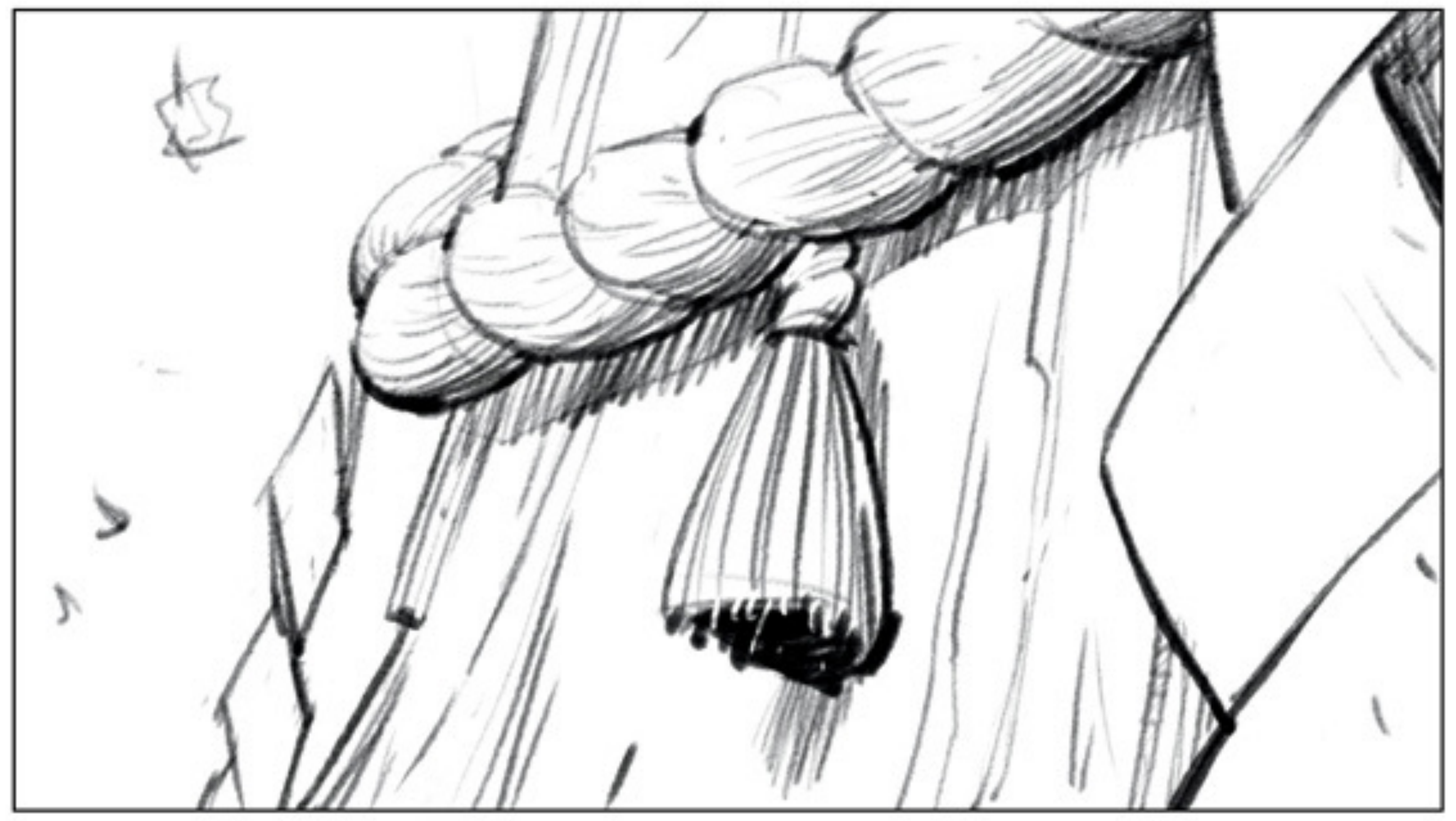
Fade in from black . . . wind carries the leaf through the fog. Subtle hint of graveyard should remind the viewer of the end of the first teaser trailer.



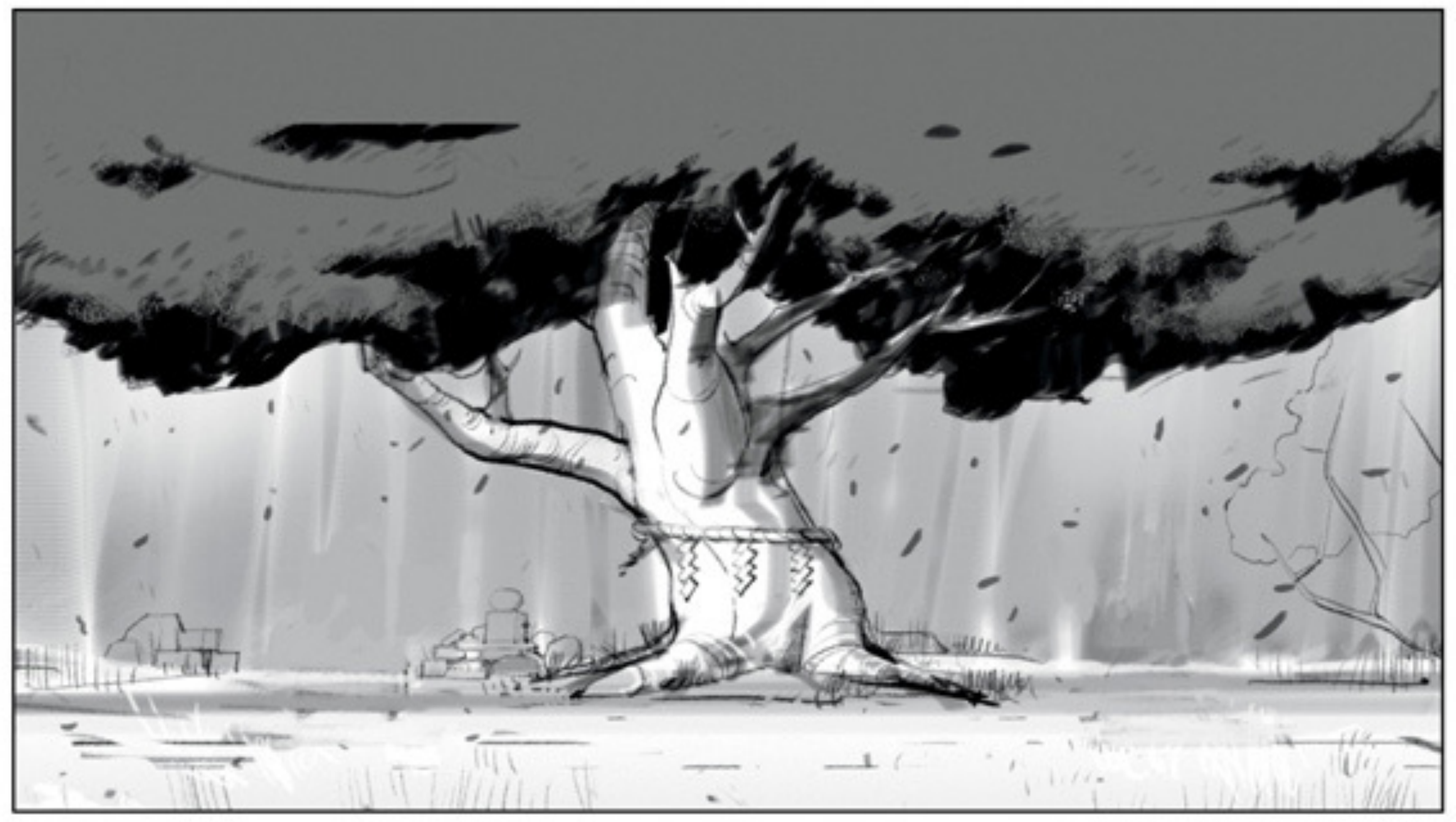
The leaf stops by a stone lantern. For people not familiar with Ghost . . . then this is a big hint that this place is in Japan.



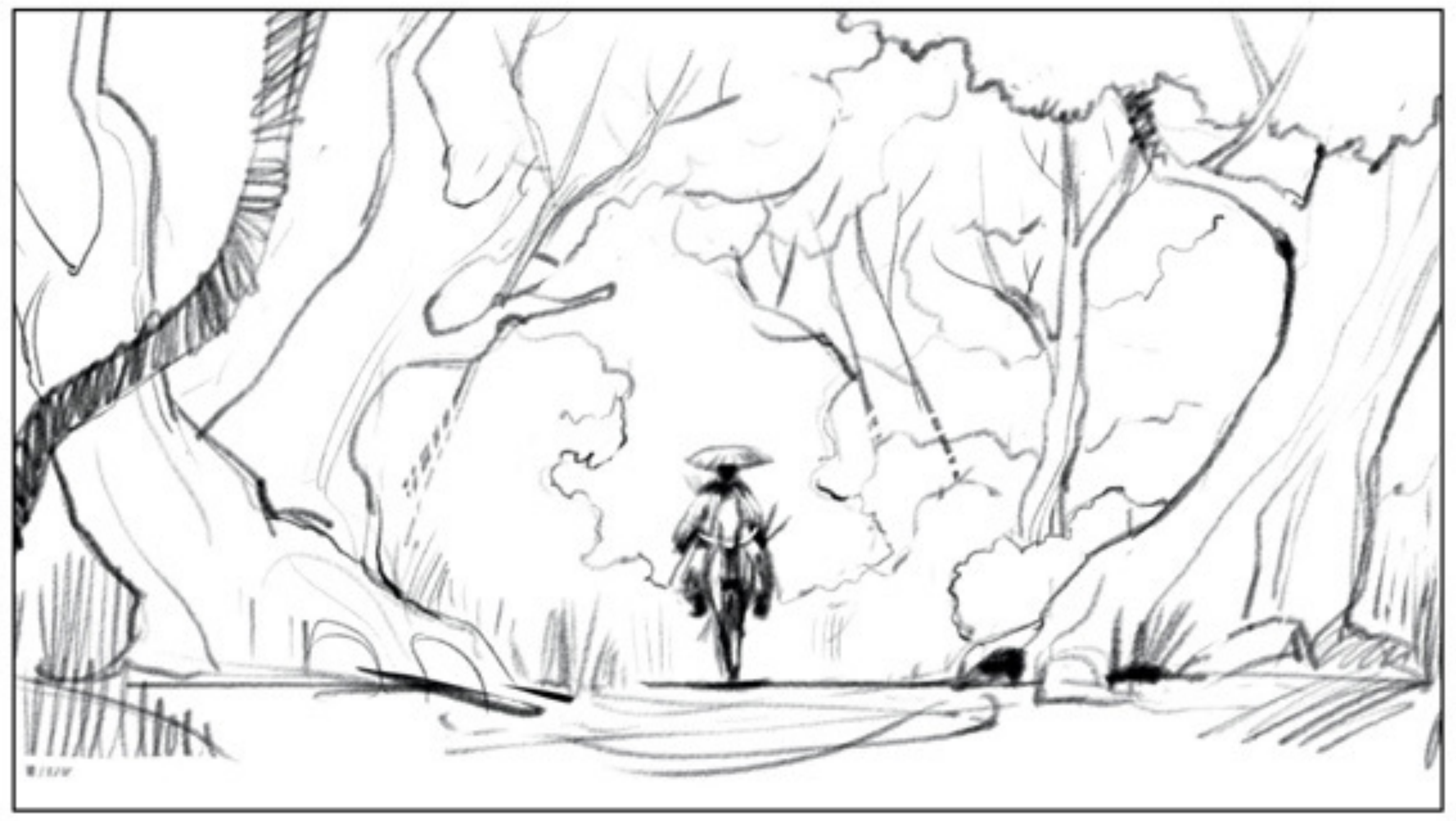
Suddenly, a horse comes by and blows the leaf away.



Fade in to close up of a rope and Shimenawa . . .

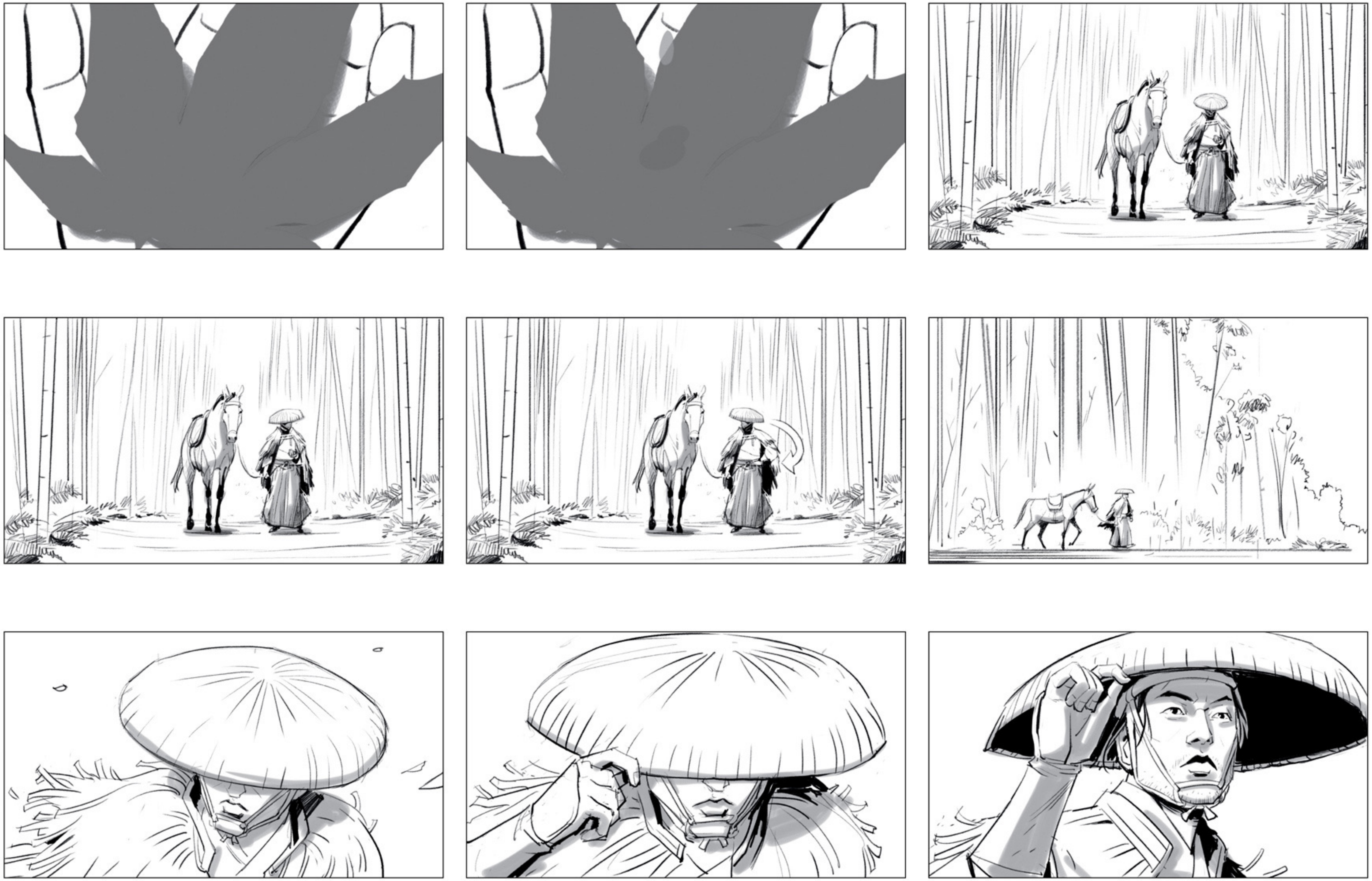


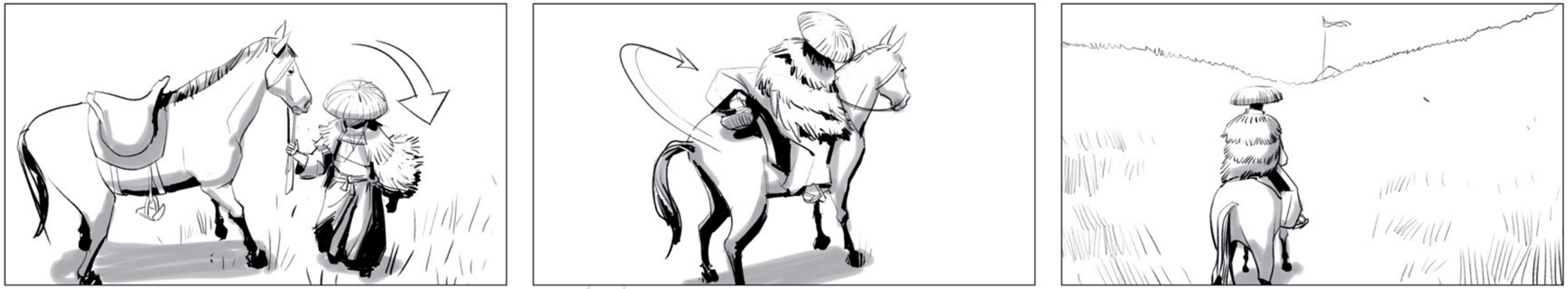
Cut to a wide shot of a maple tree . . . foreshadowing the duel at the end of the demo.



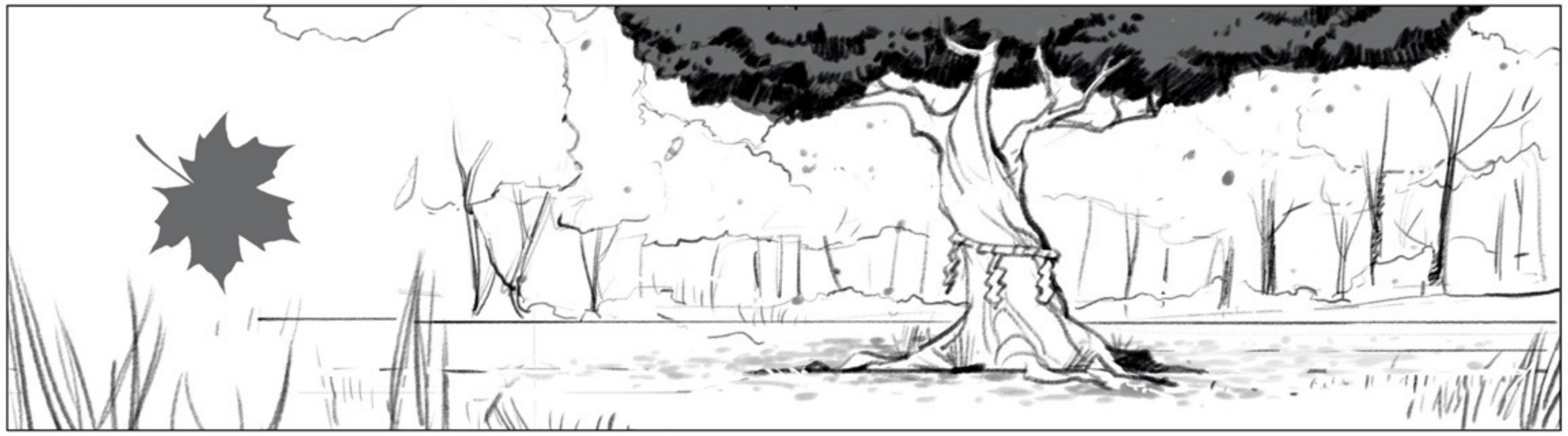
Match cut with Jin riding in the forest.

E3 2018 Demo: Introduction Idea 3

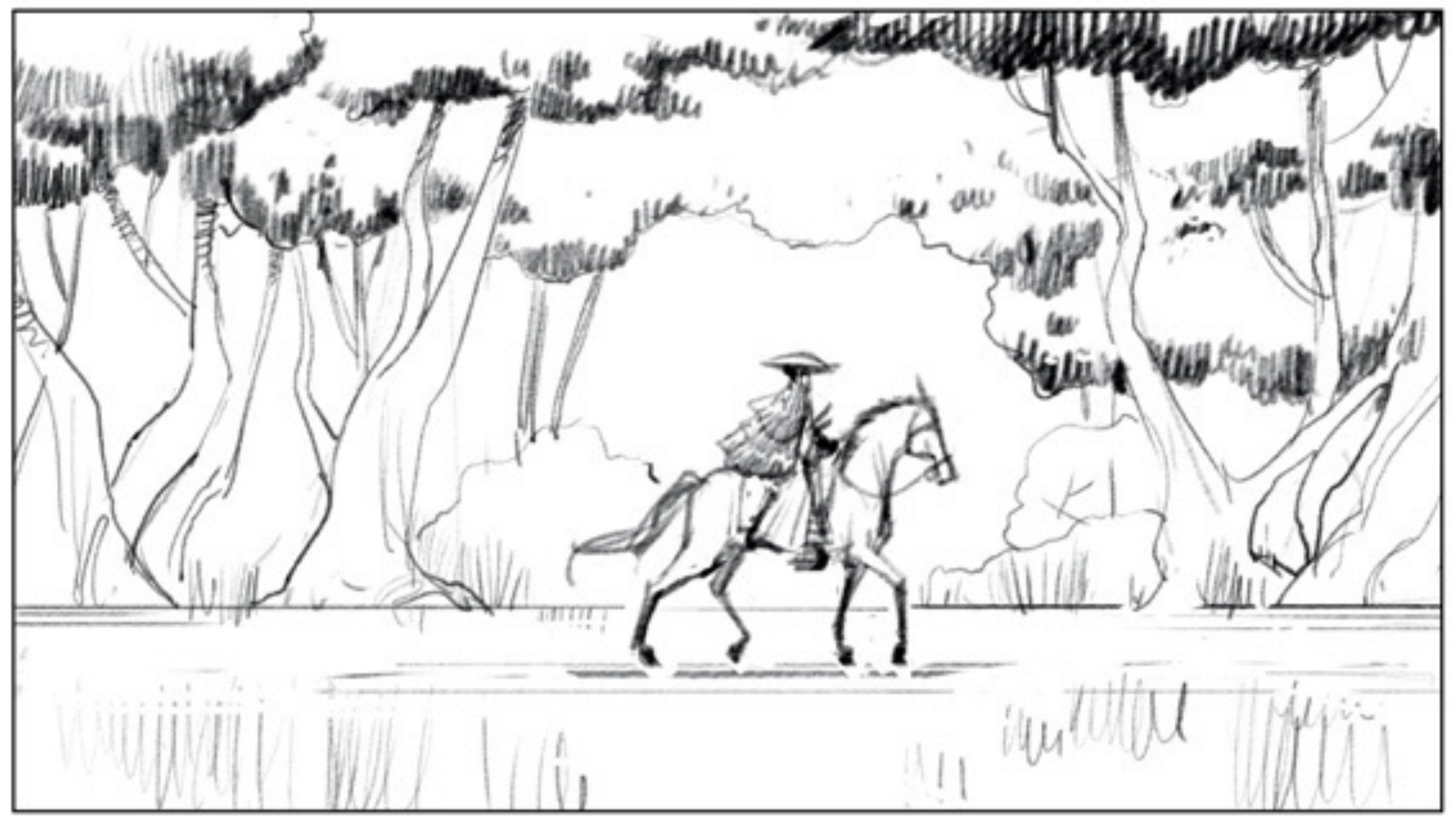




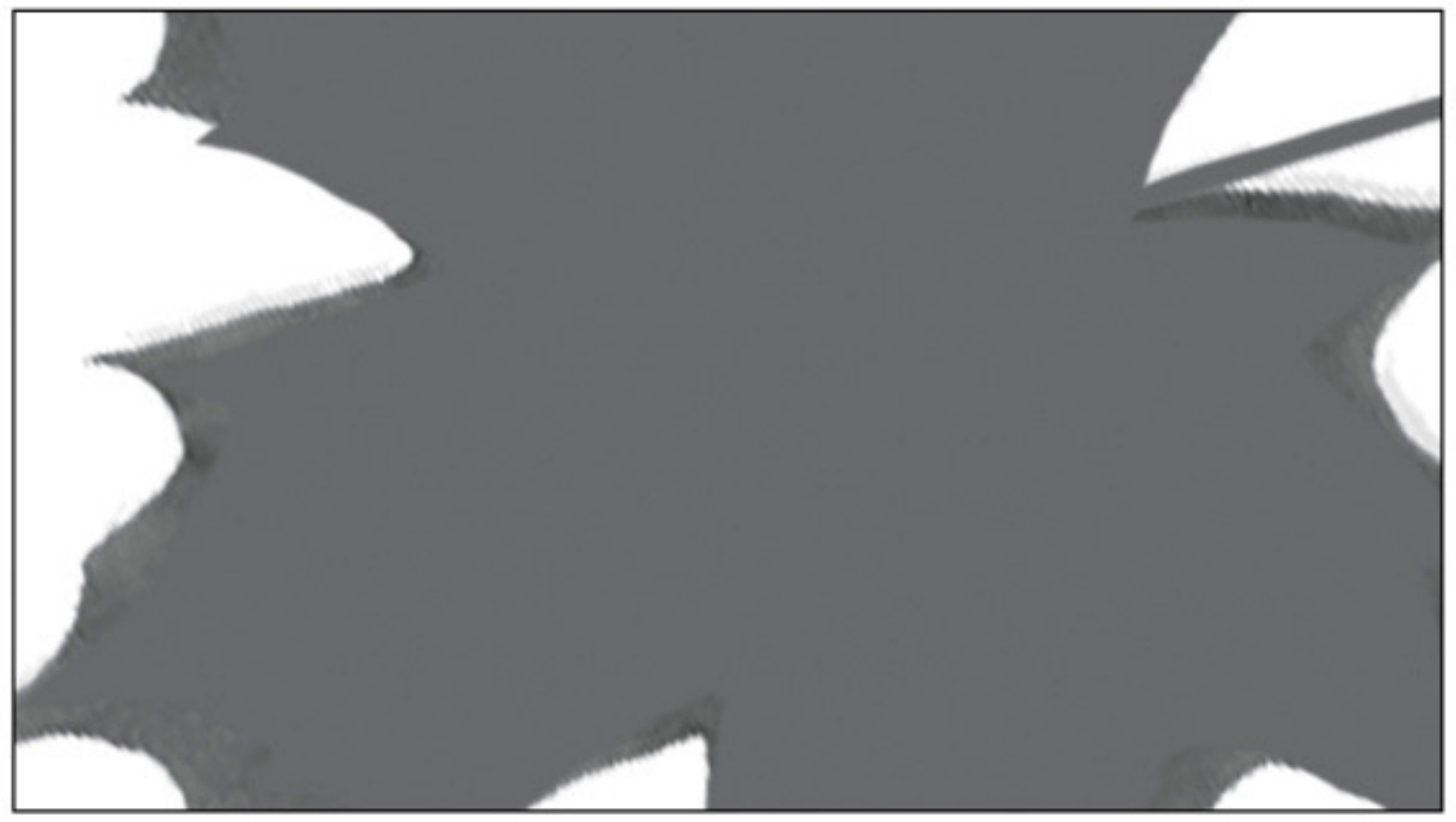
E3 2018 Demo: Introduction Idea 2



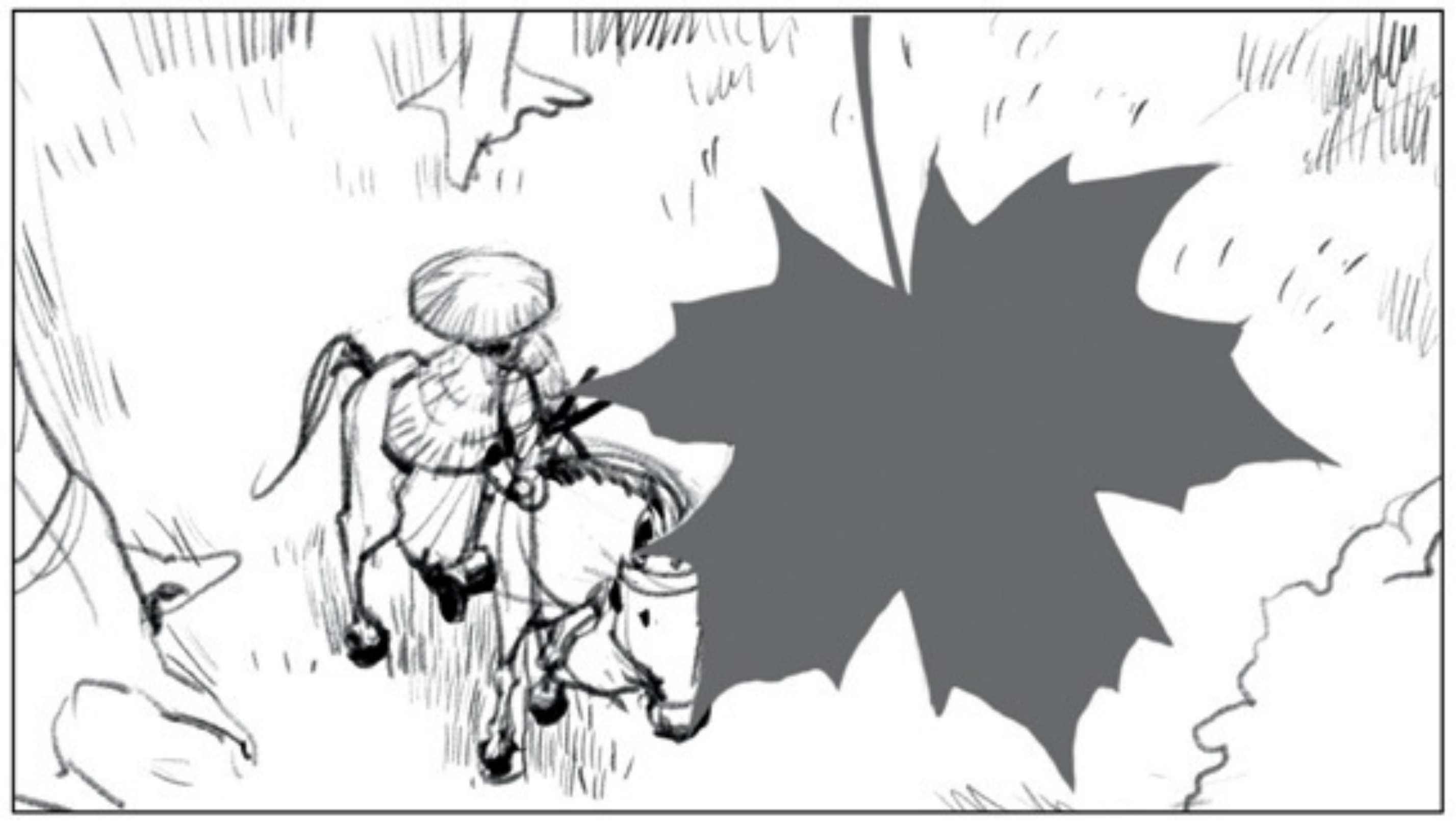
The camera slowly follows a leaf and pans right to reveal the maple tree . . .



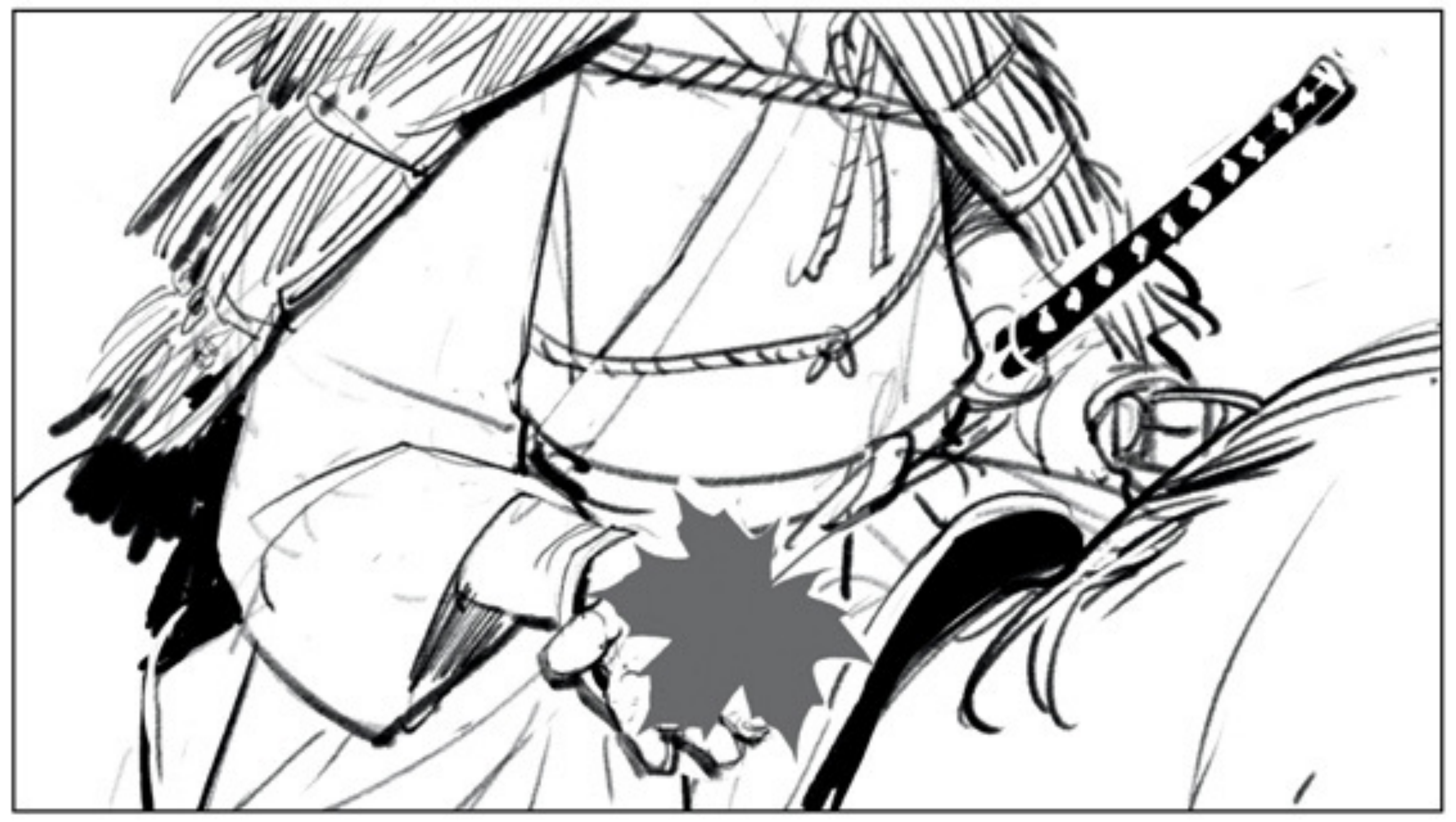
Cross fade to Jin riding in a different part of the forest.



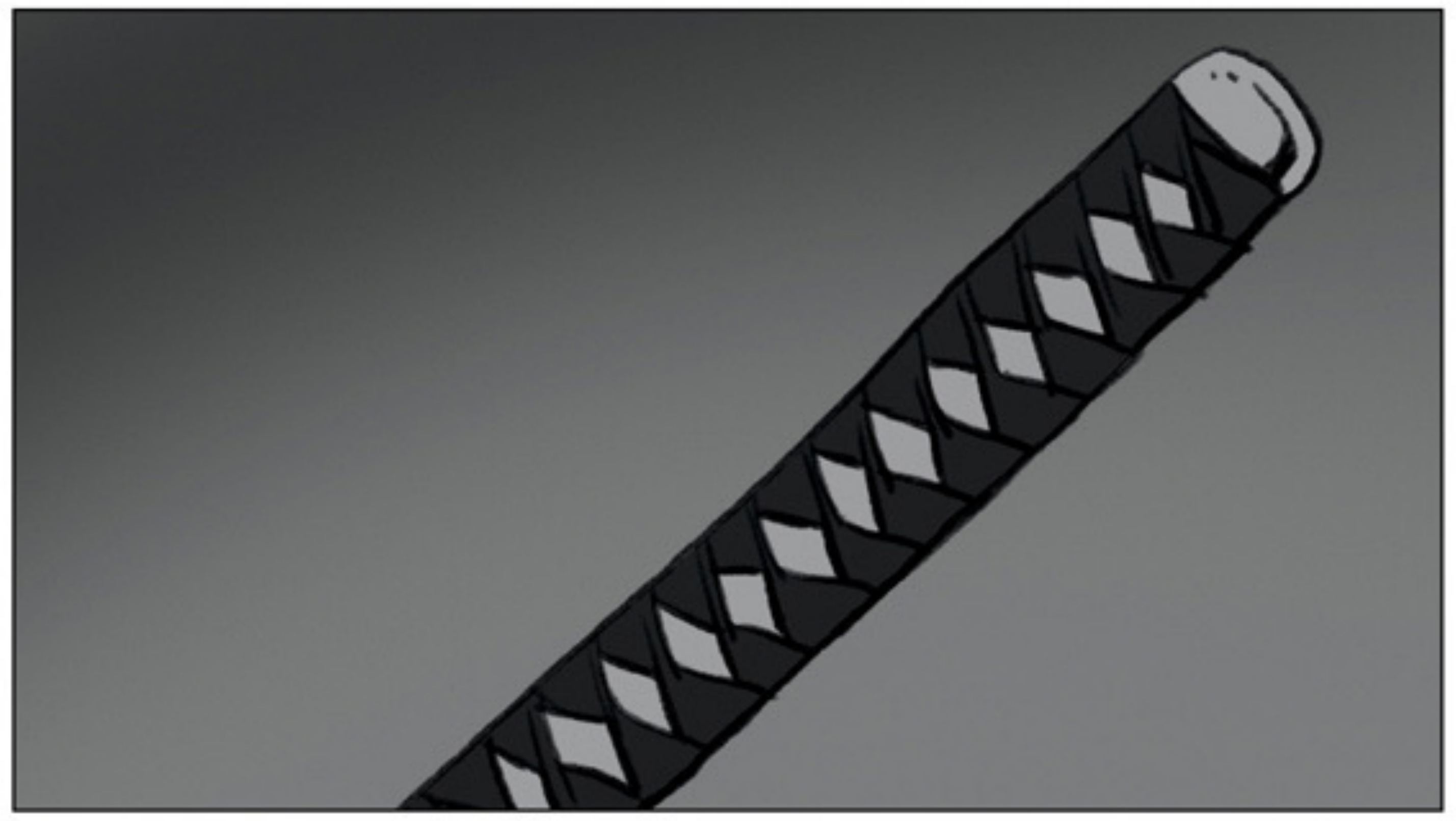
Close up of a leaf gently drifting to the background which is heavily blurred.



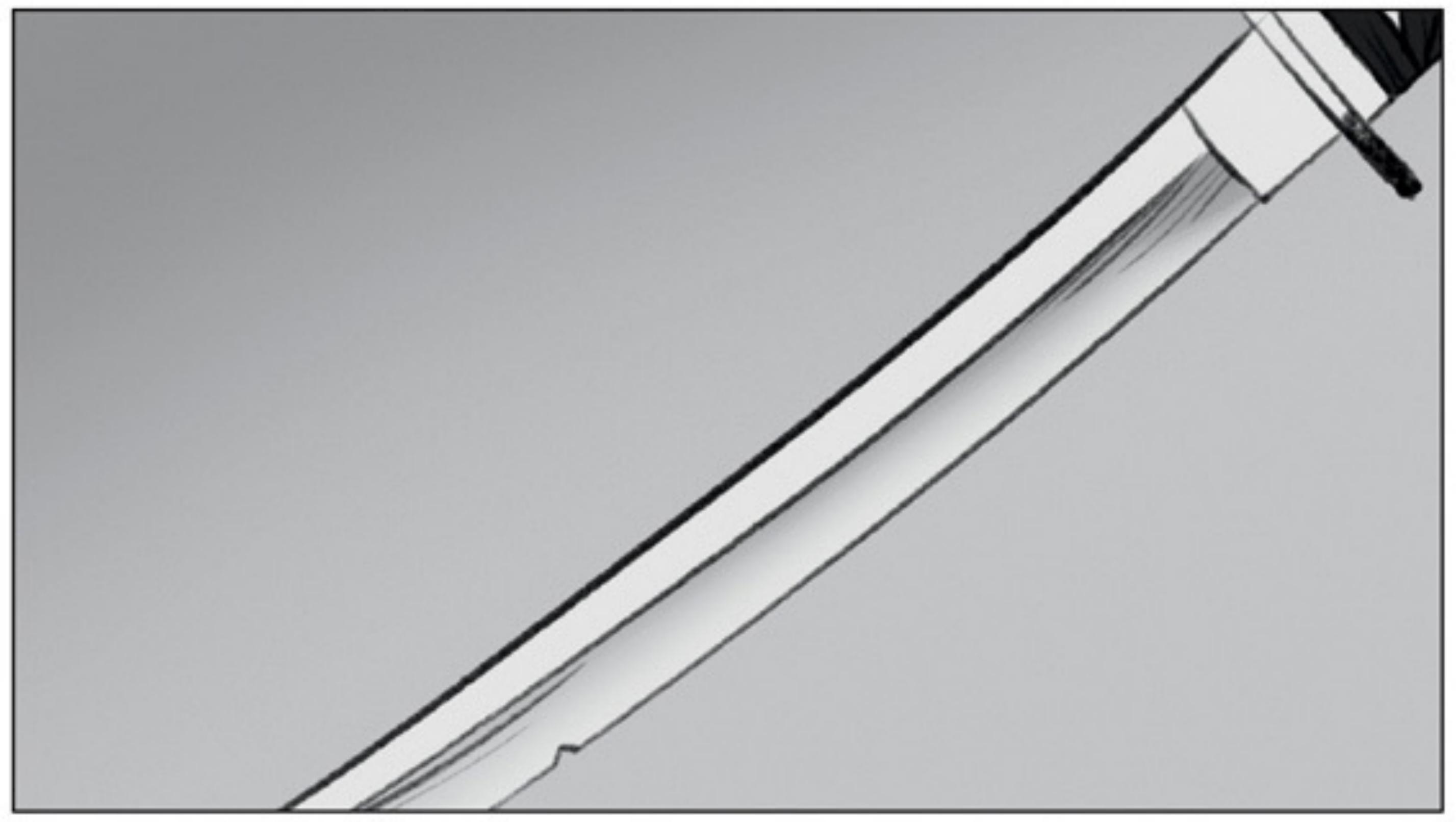
The background slowly comes into focus . . . the leaf is falling toward the ground . . . Jin and the horse are on a collision course . . .



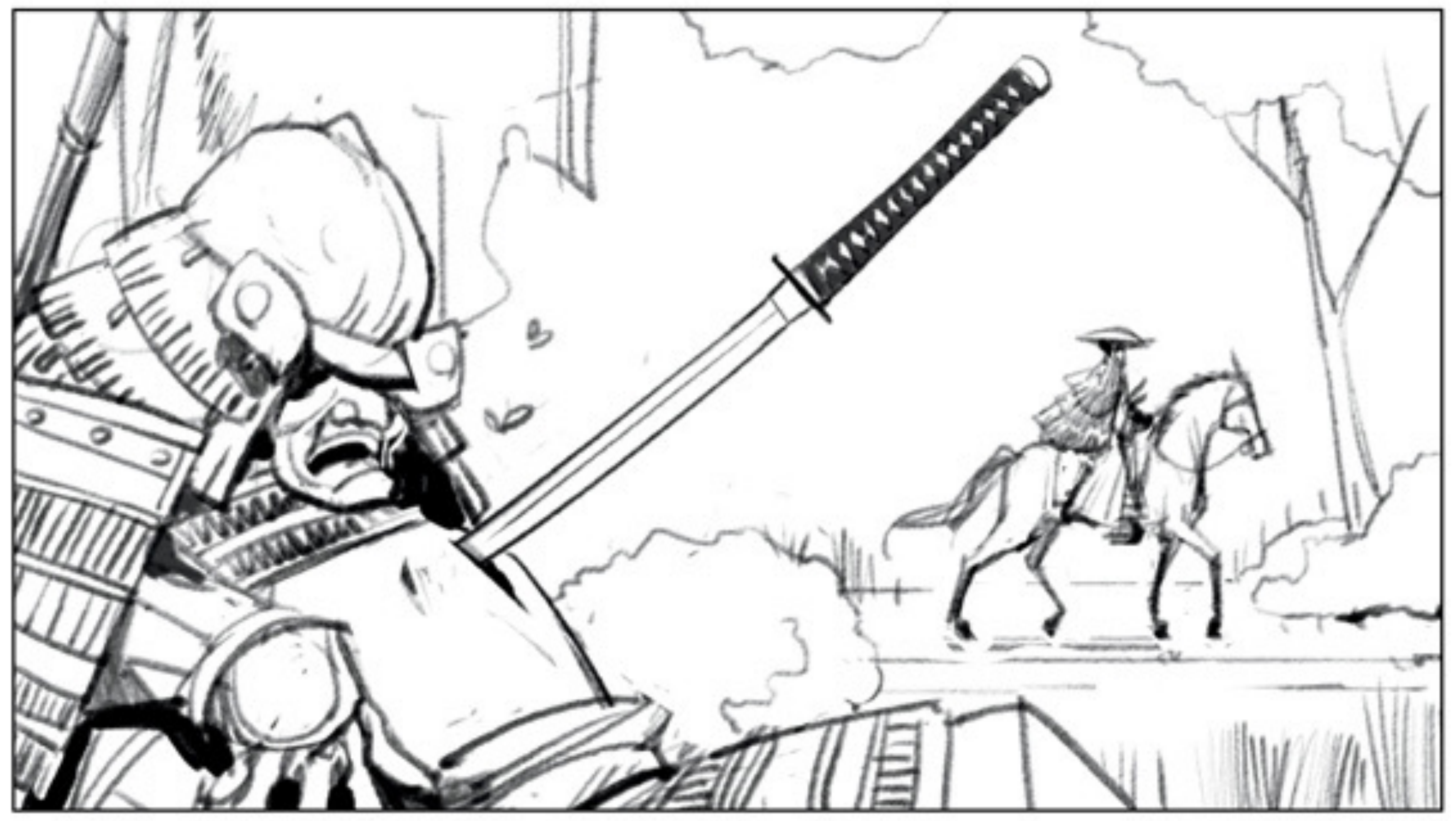
The leaf lands on the saddle and Jin picks it up.



Fade in to a close up of a sword handle.

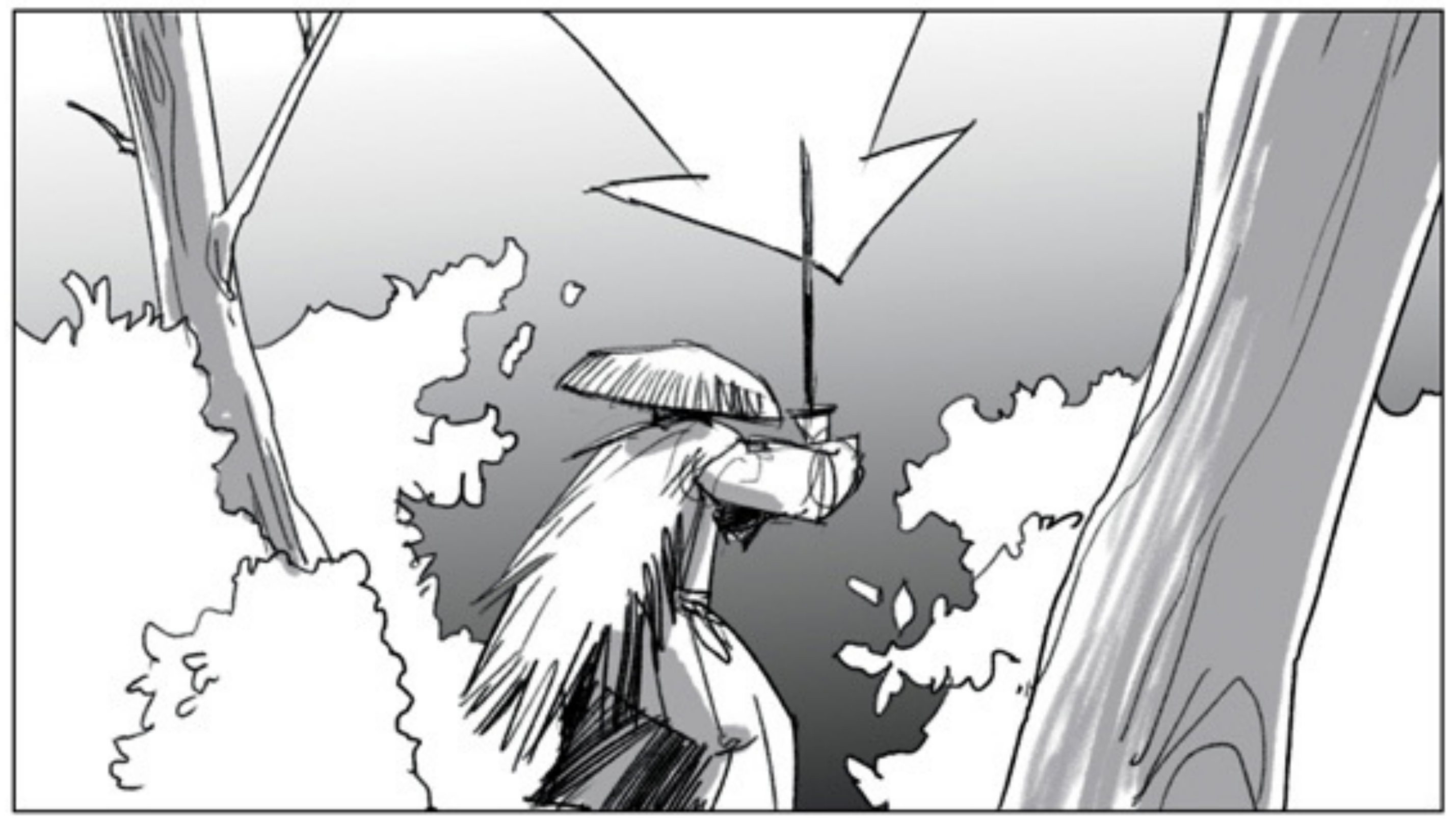


The camera moves down the blade and is slowly pulling back . . .

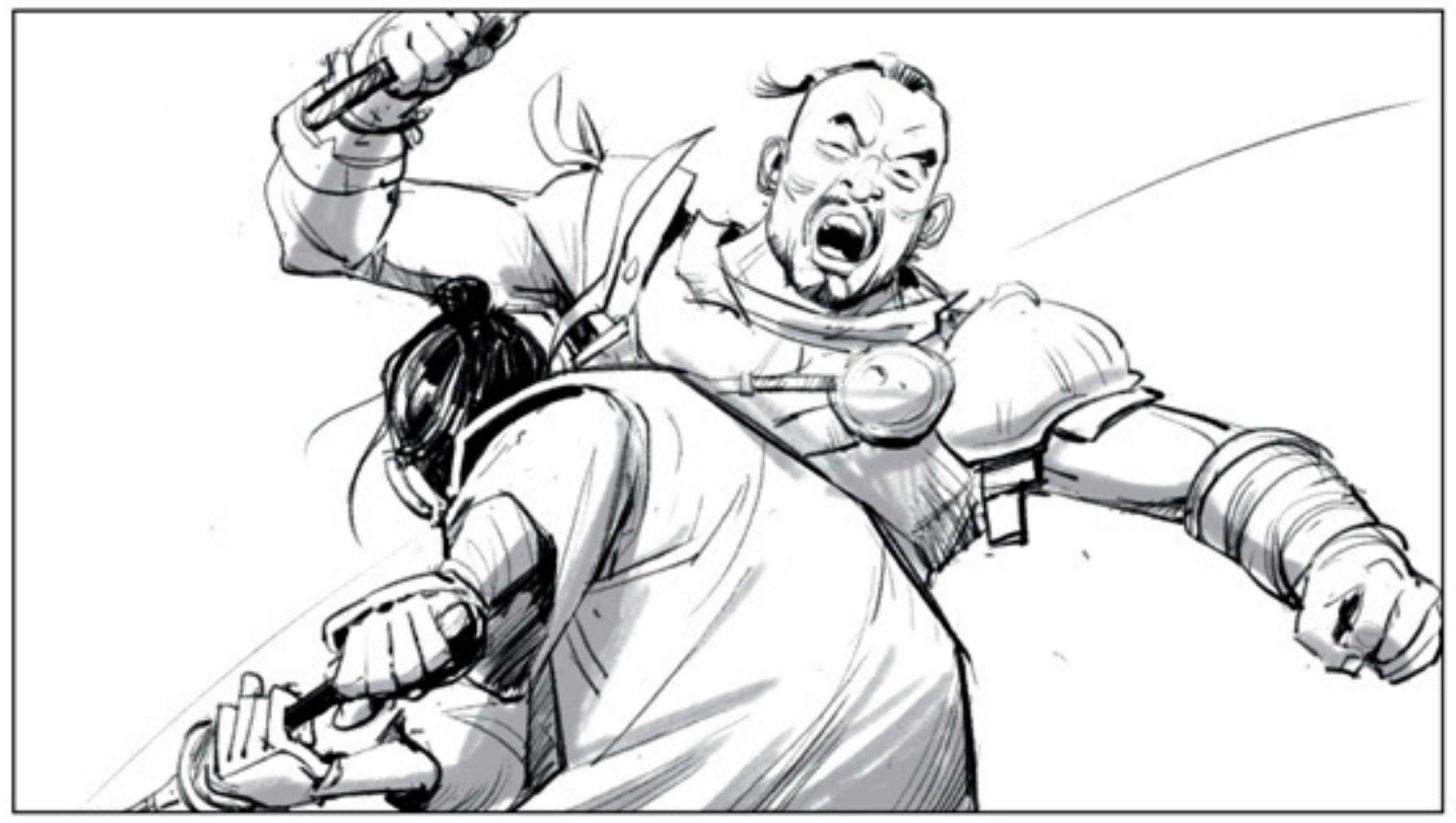


Reveal the sword is stuck in samurai armor . . . in the back, Jin is riding to the right.

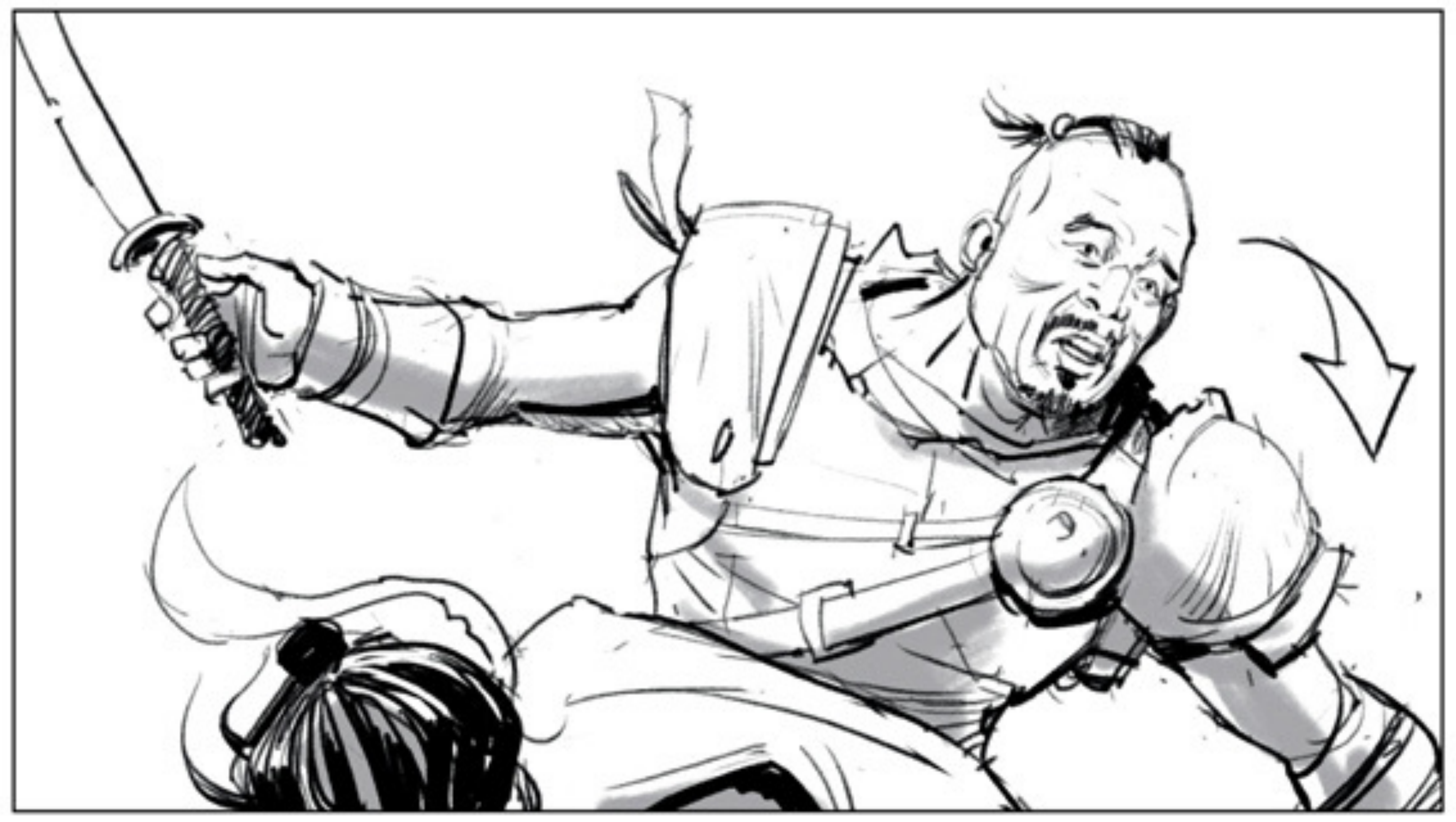
E3 2018 Demo: Masako Introduction

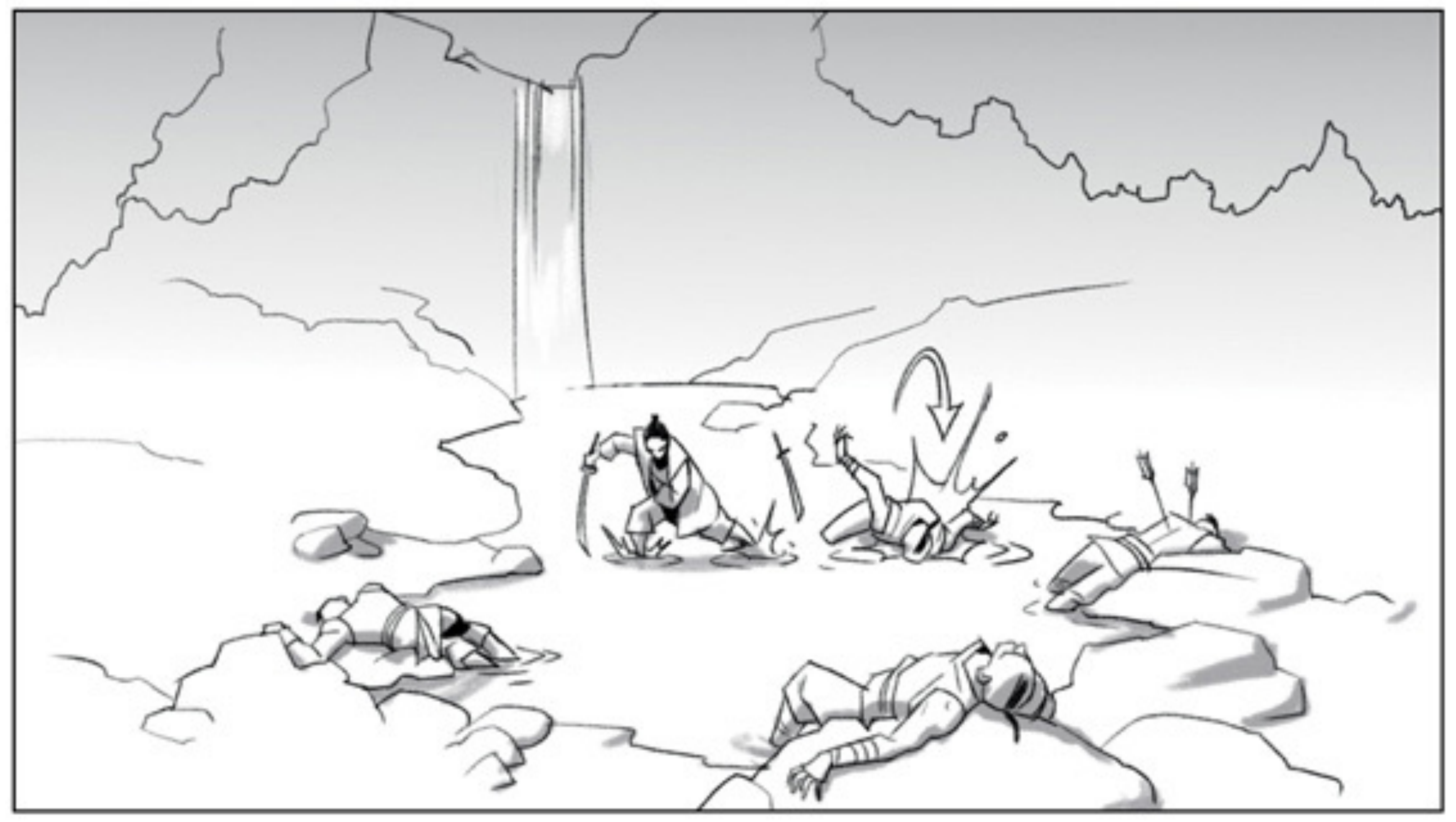


Sounds of fighting . . . Jin chops through foliage blocking his path.

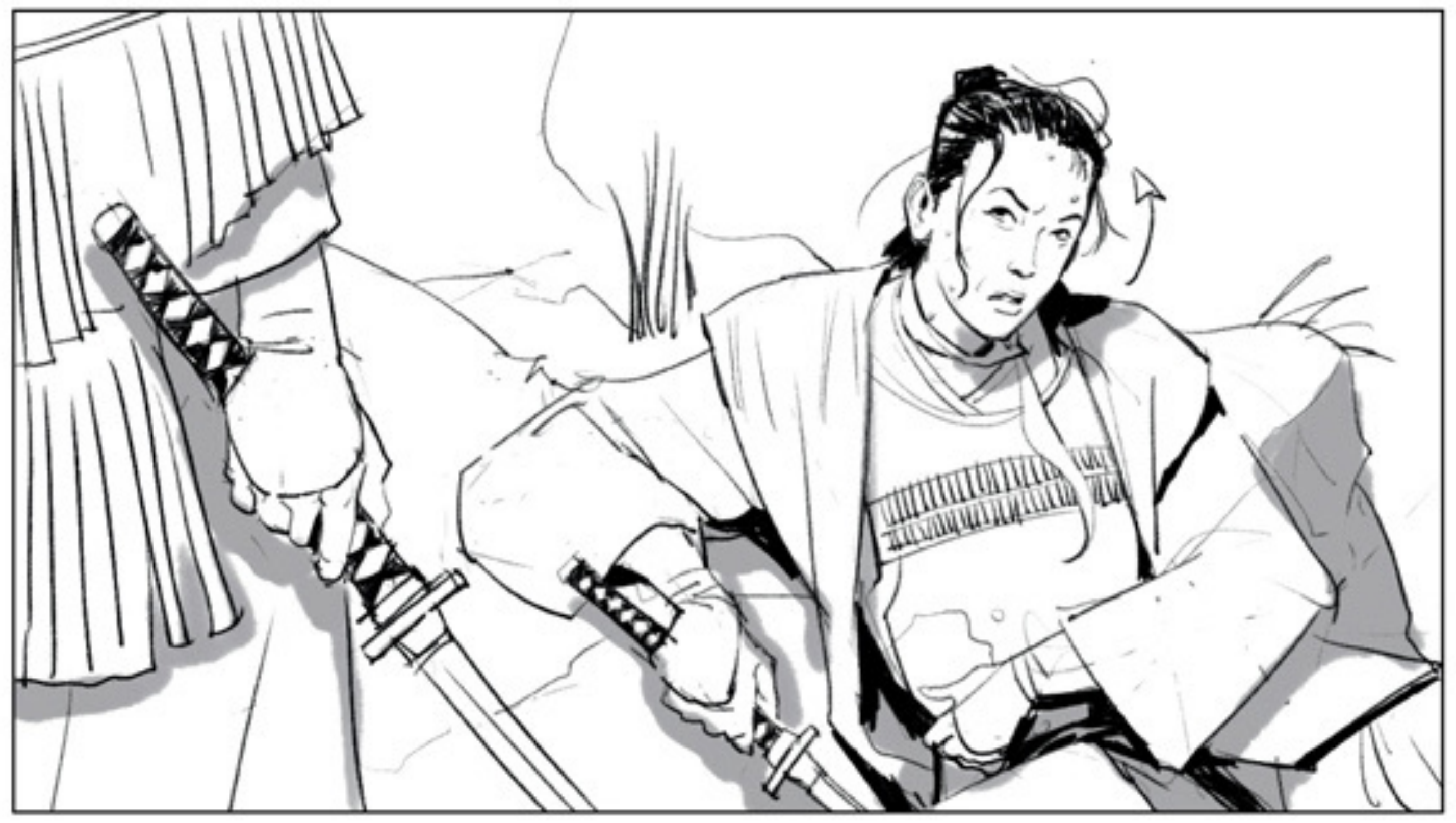


Cut to Mongol being chopped down by someone.

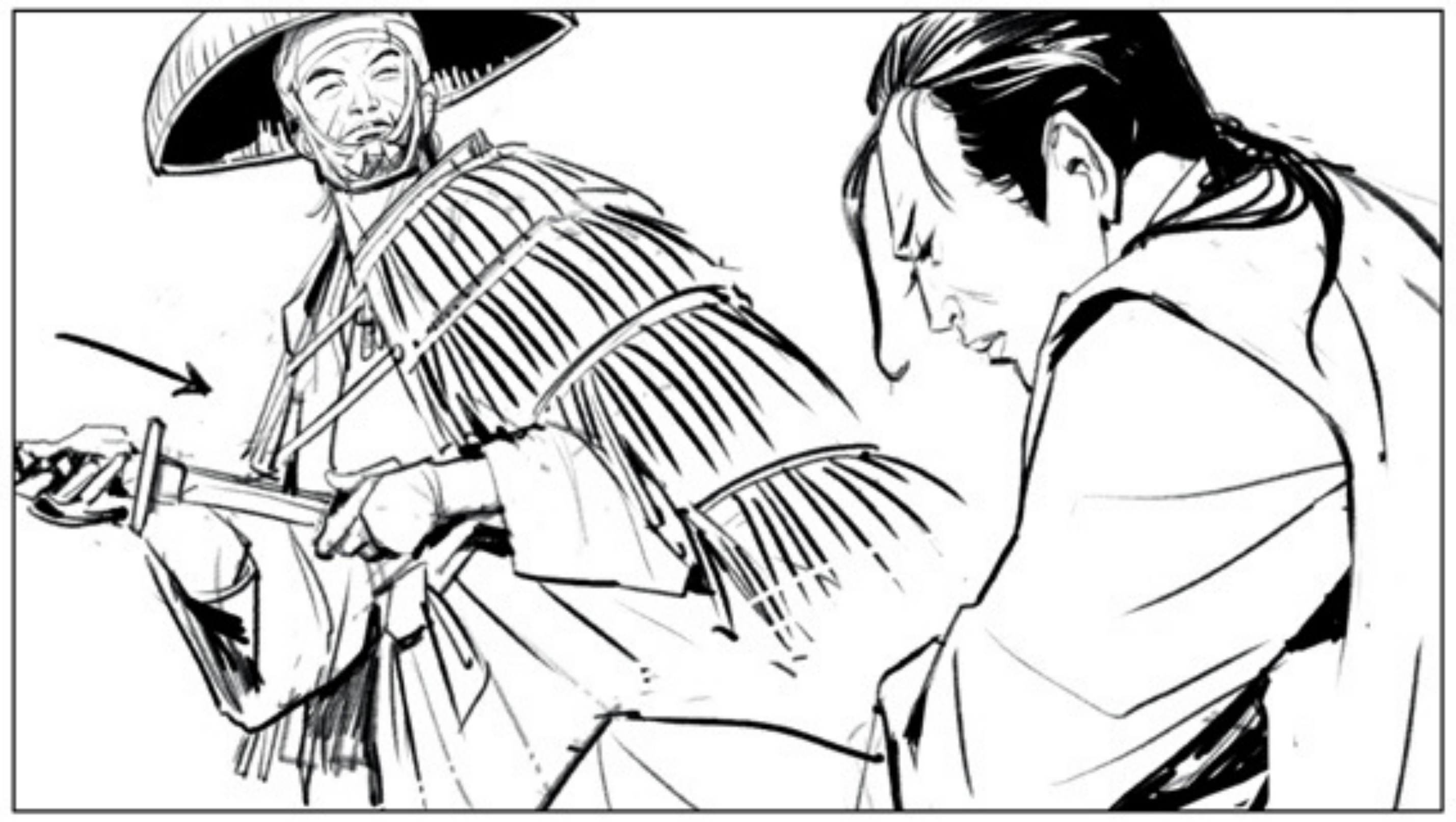




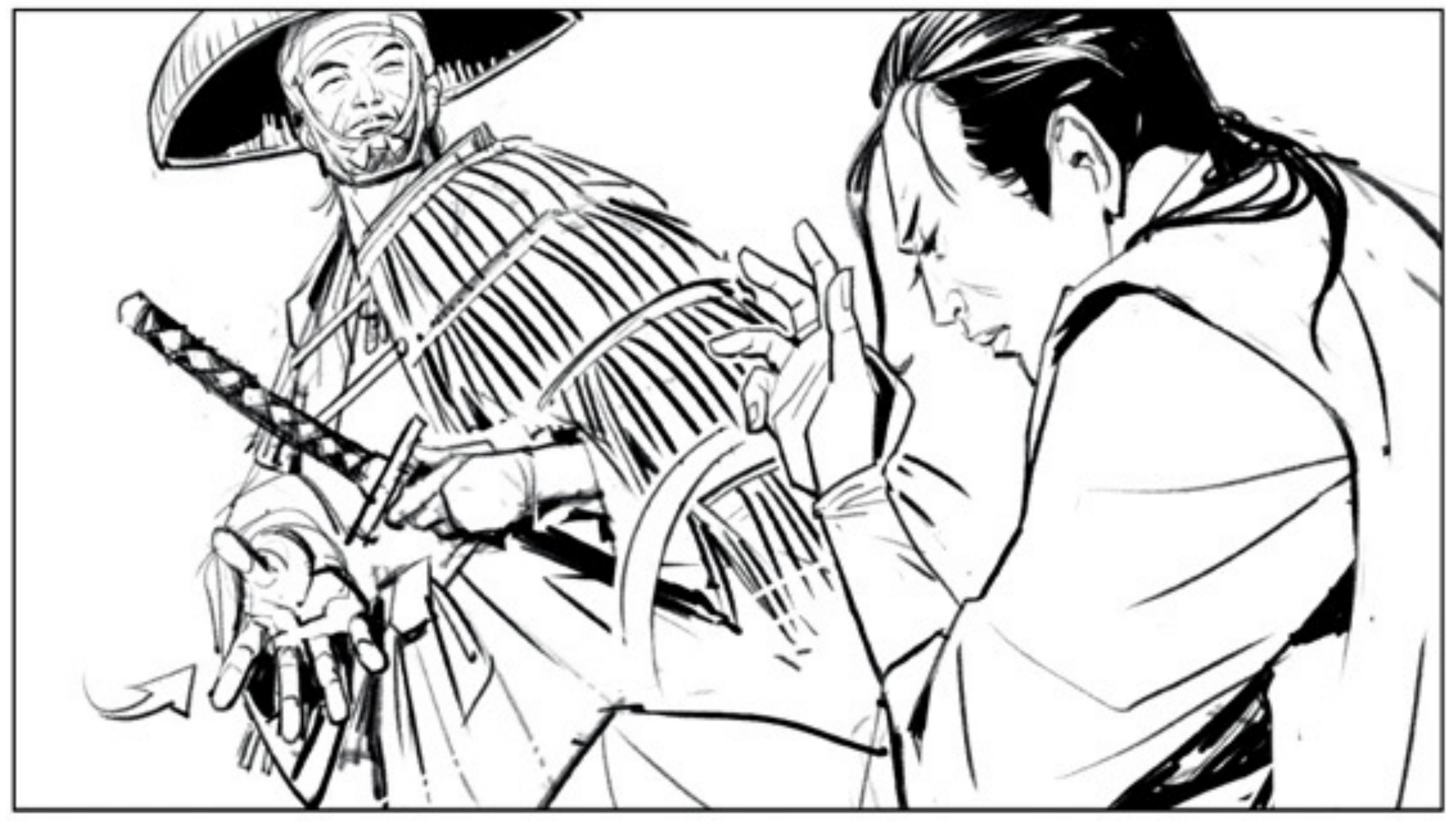
The last Mongol hits the water with a splash. The mysterious swordsmen stumble to the side of the creek.



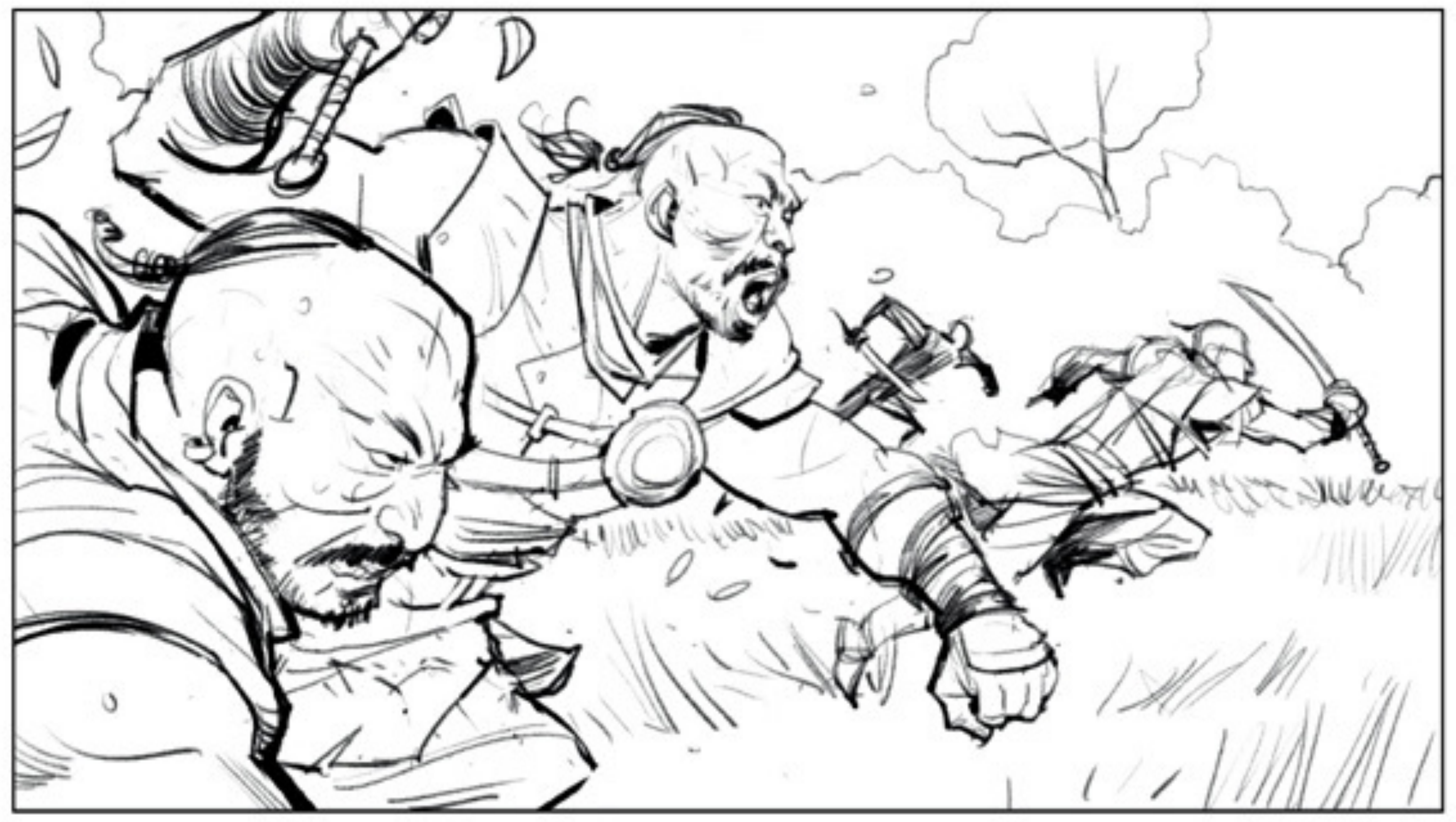
JIN: "Masako."
MASAKO (annoyed): "You looking for the monk too?"



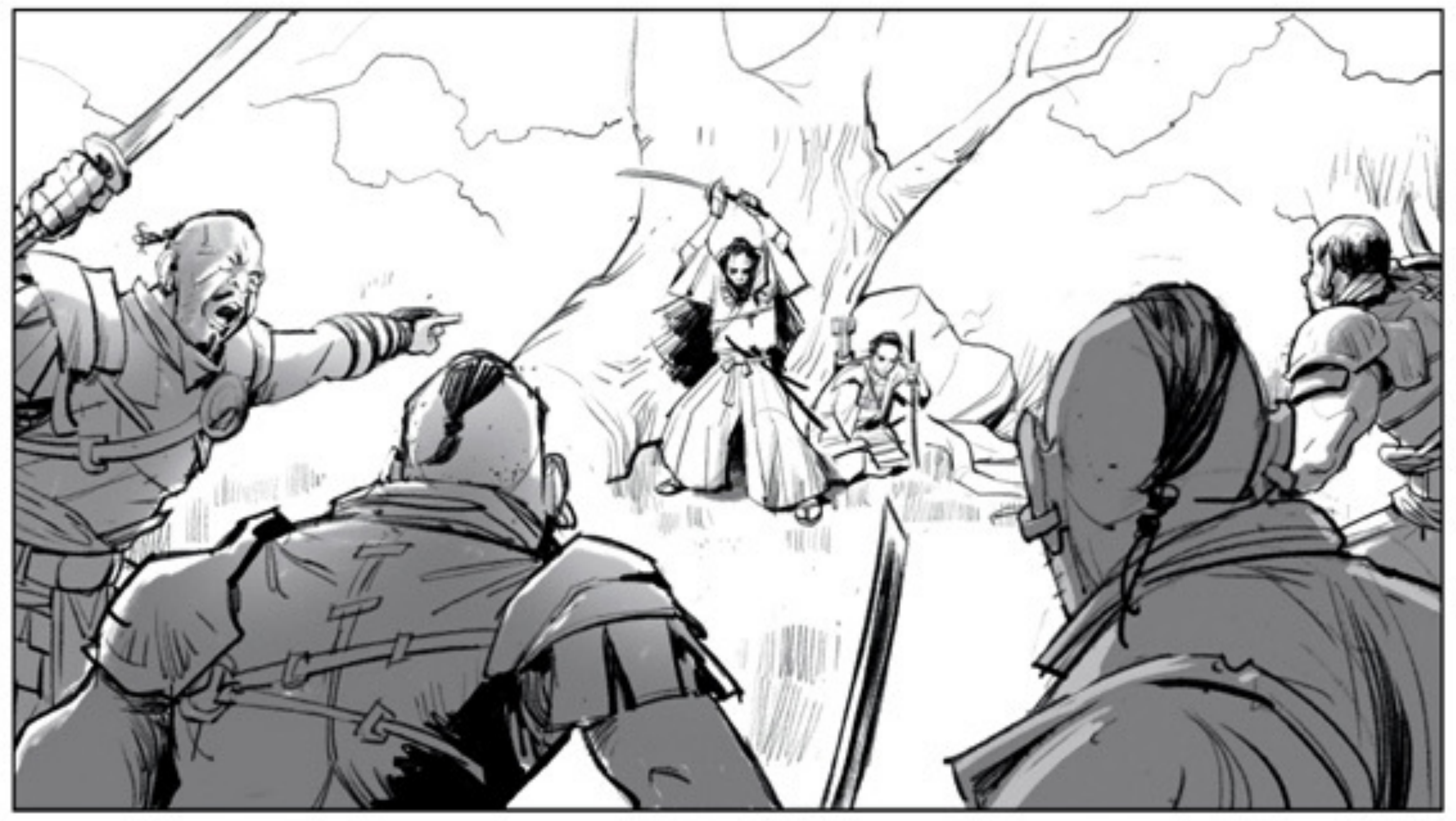
JIN: "He needs protection."
MASAKO: "He needs a beating."



Jin offers a hand to help her up, she waves it off.

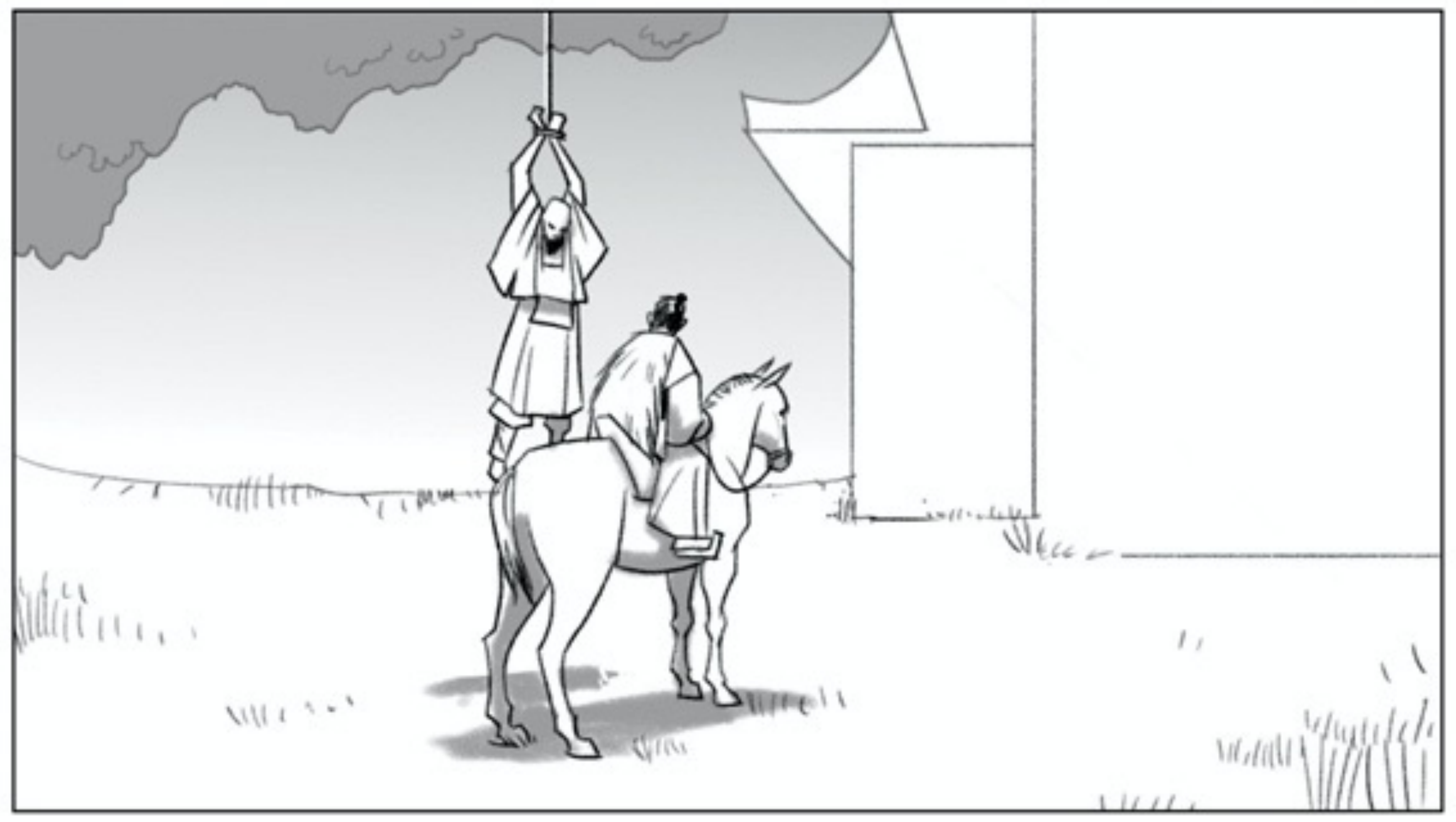


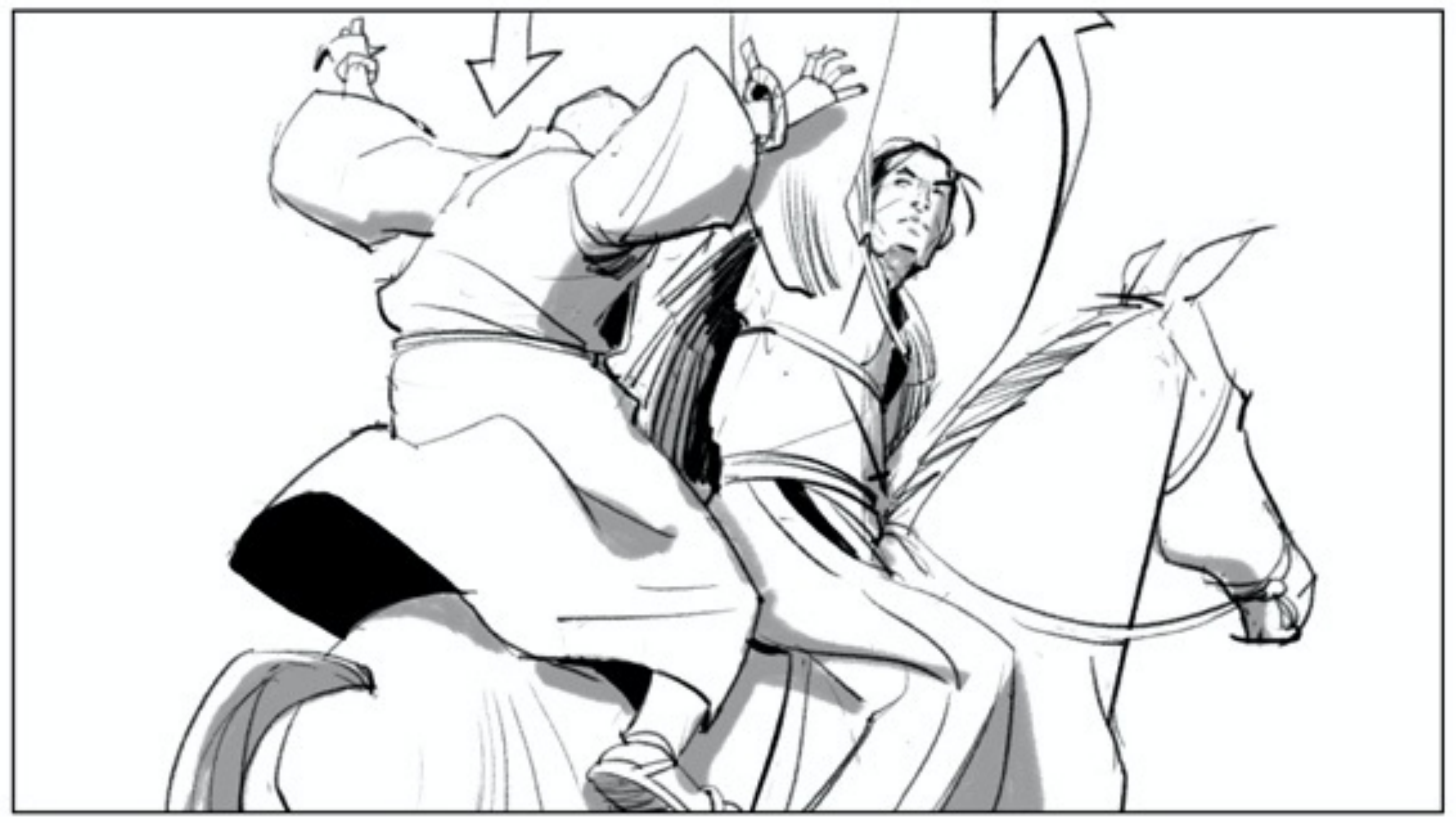
Suddenly a pack of four Mongols bursts into the clearing.

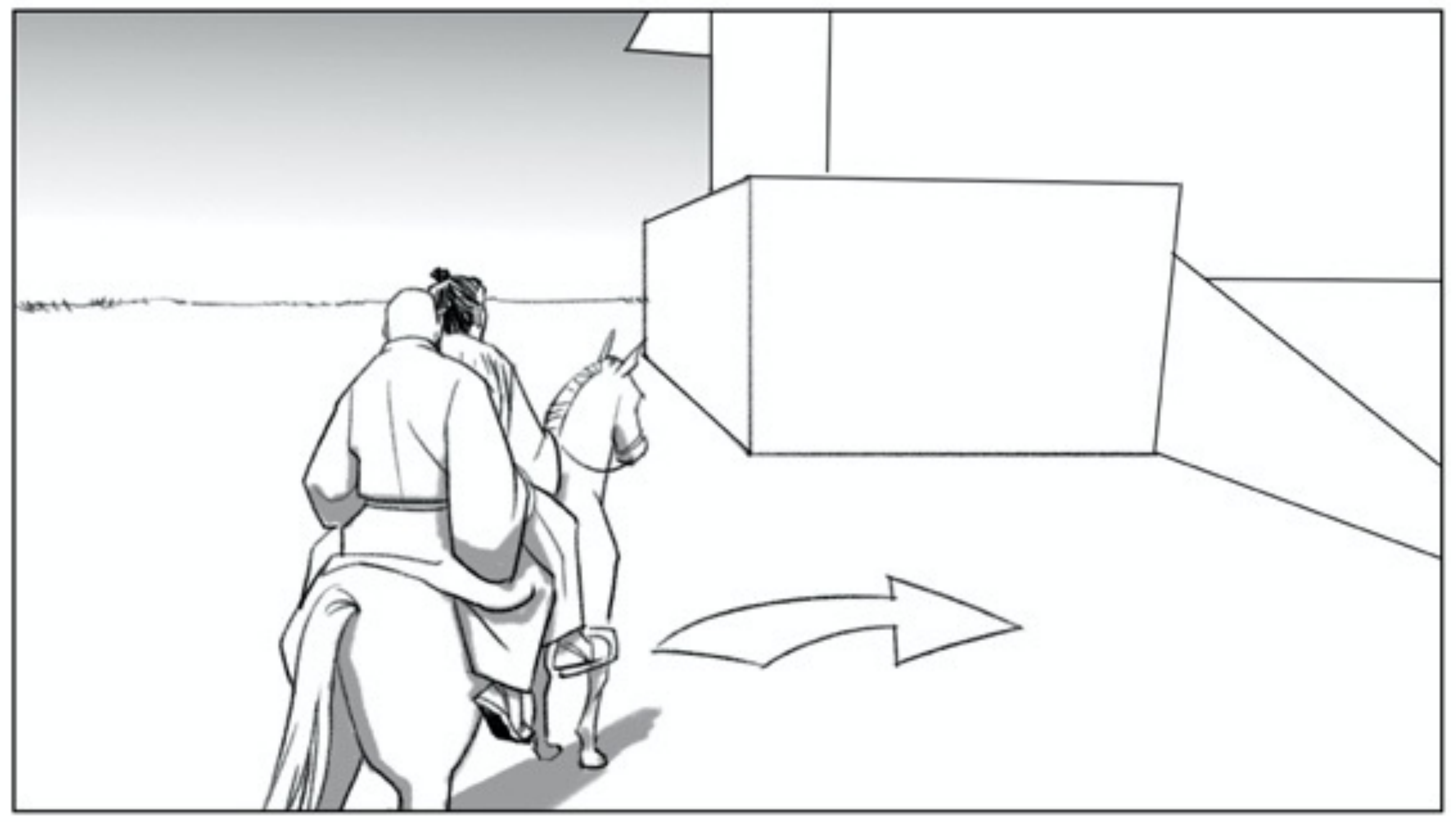


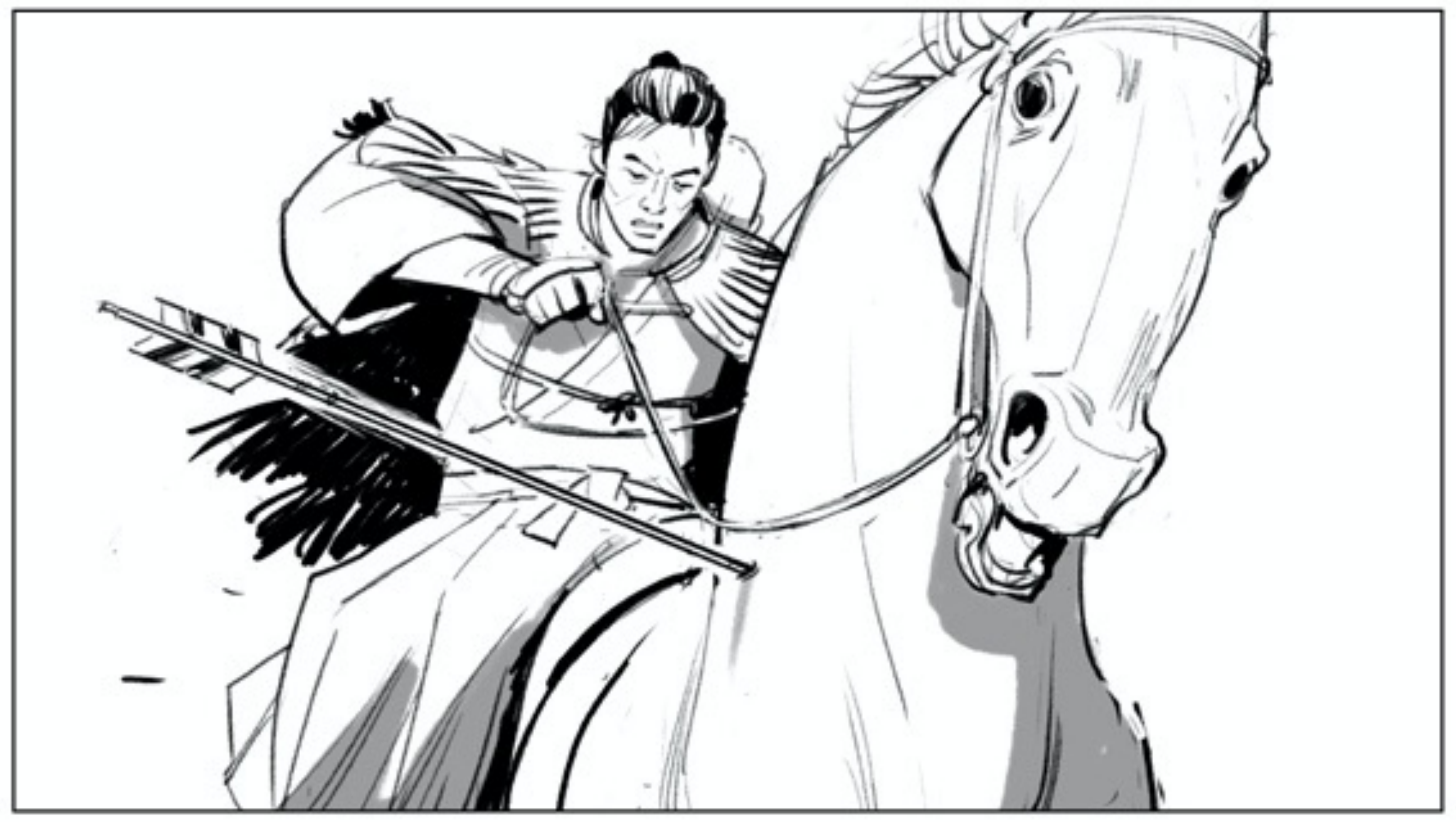
The Mongols focus all their attention on Jin, while Masako remains in an unthreatening posture on the ground.

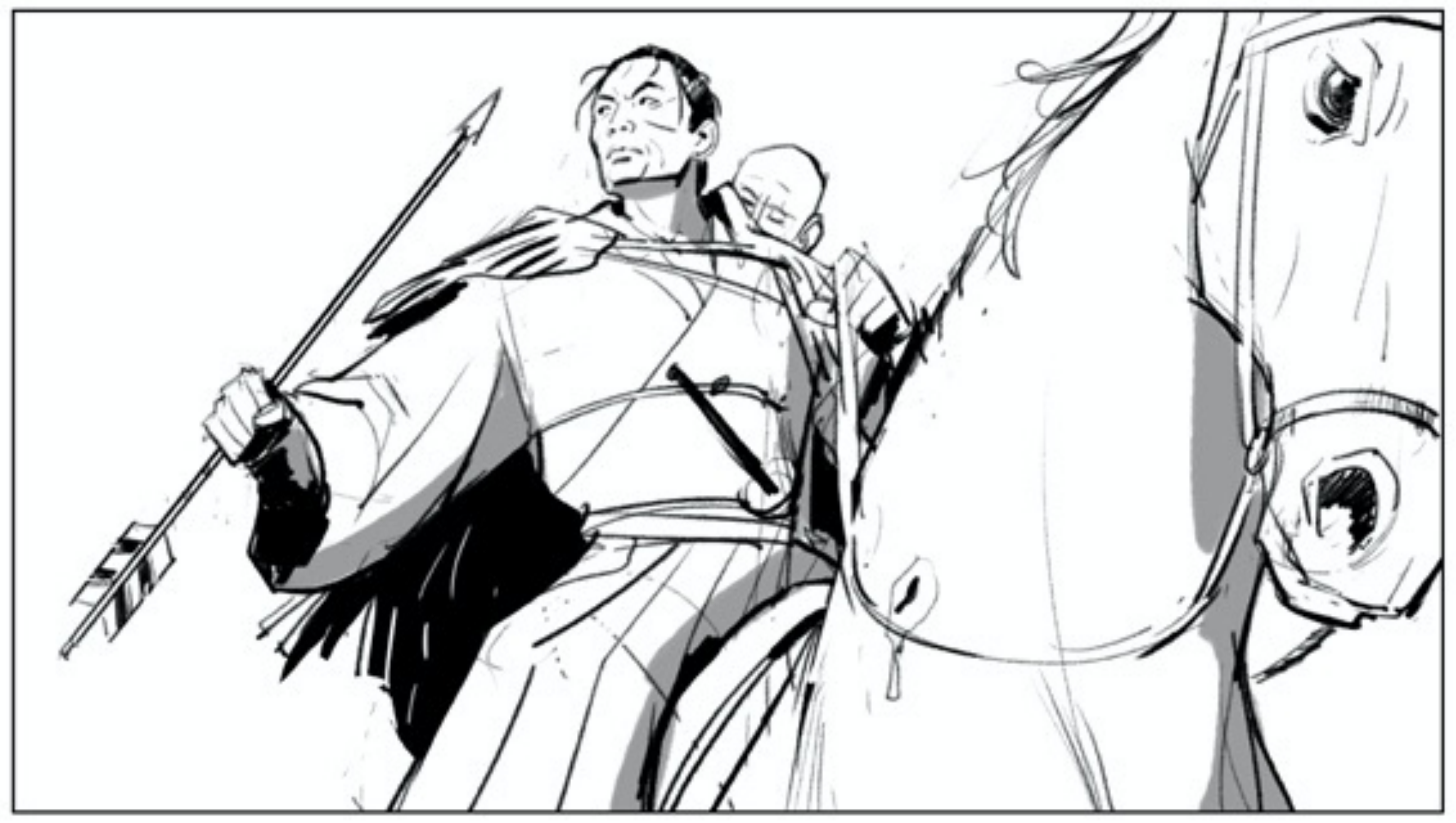
E3 2018 Demo: After the Shrine

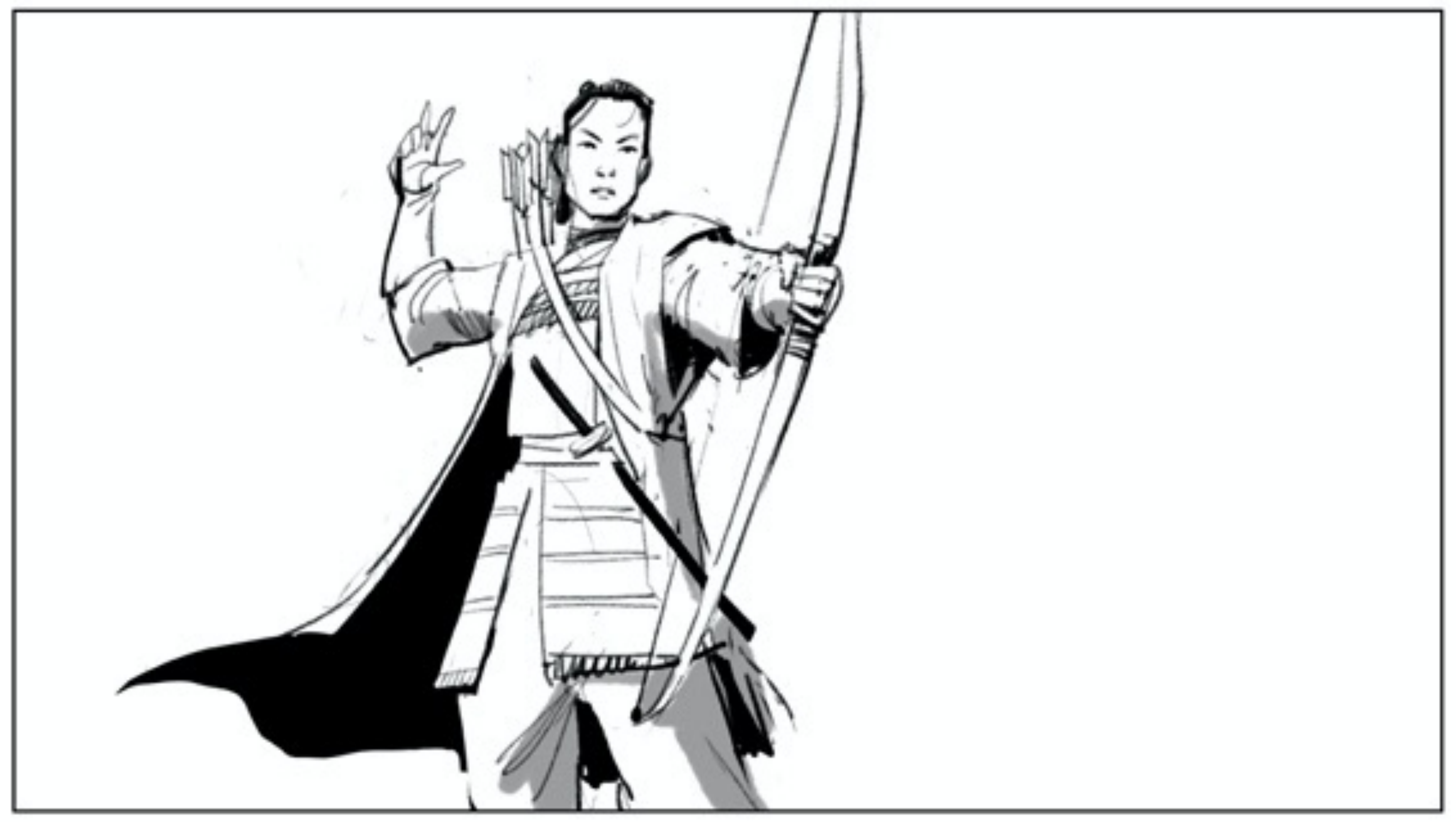




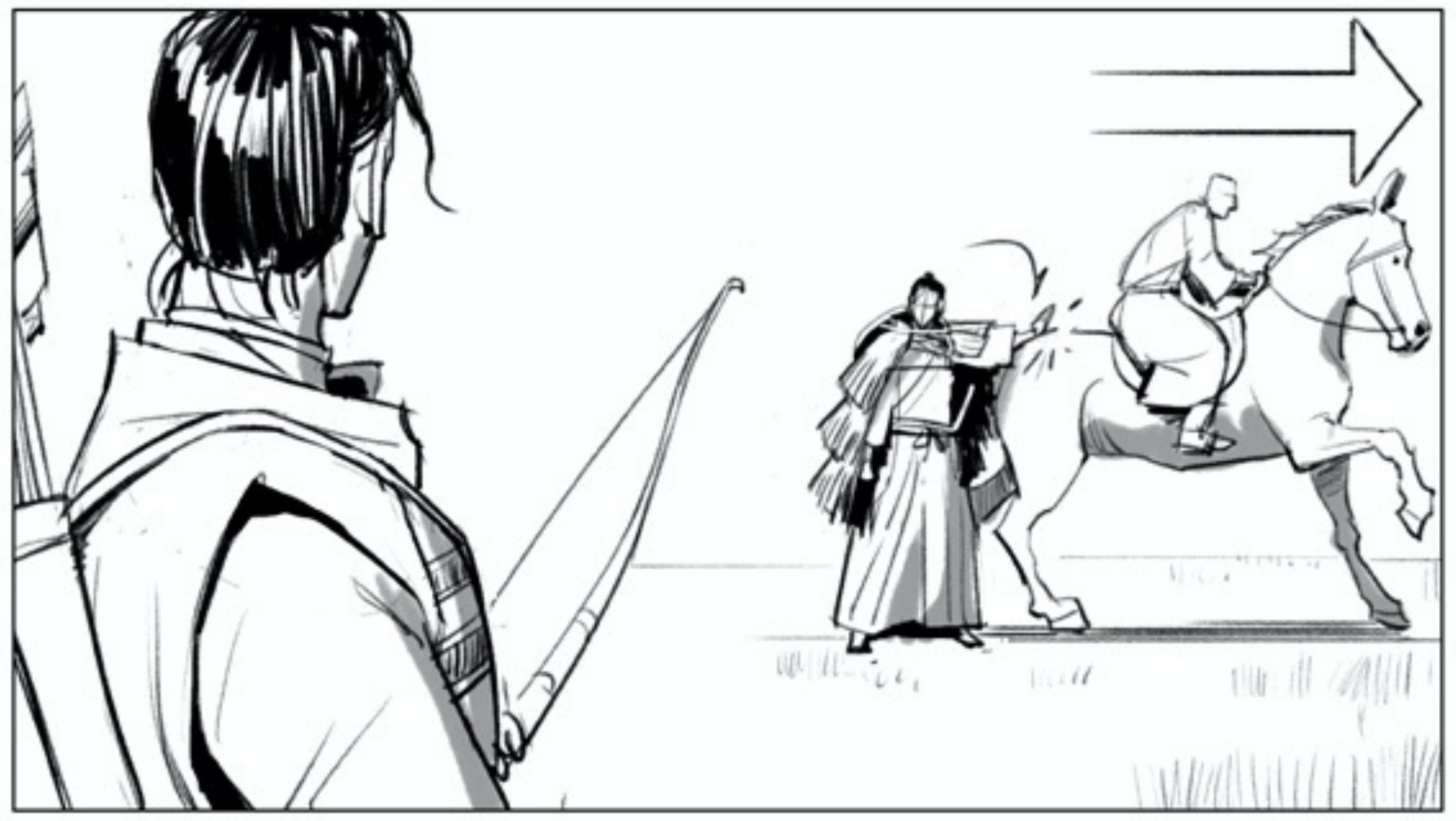




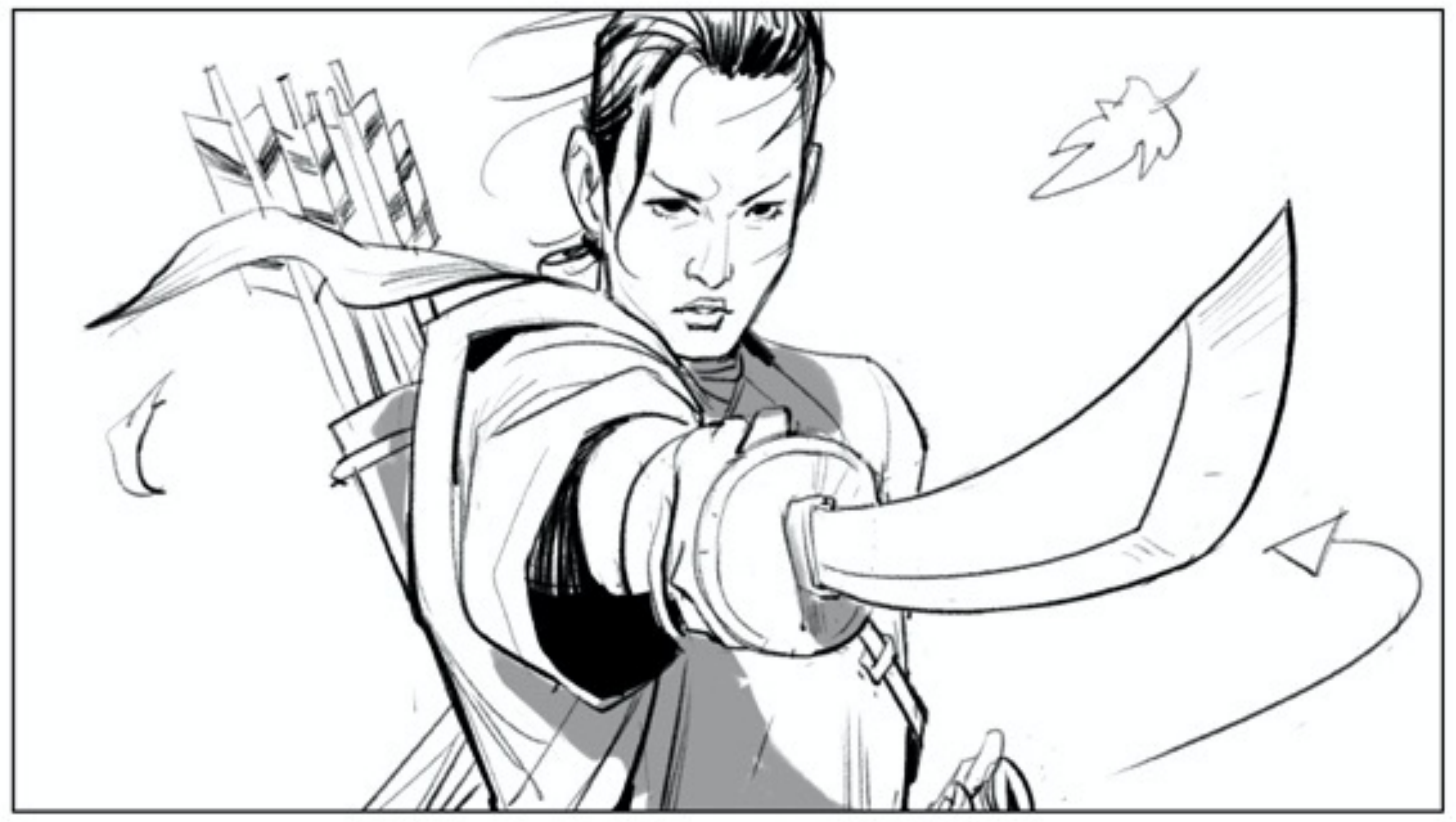




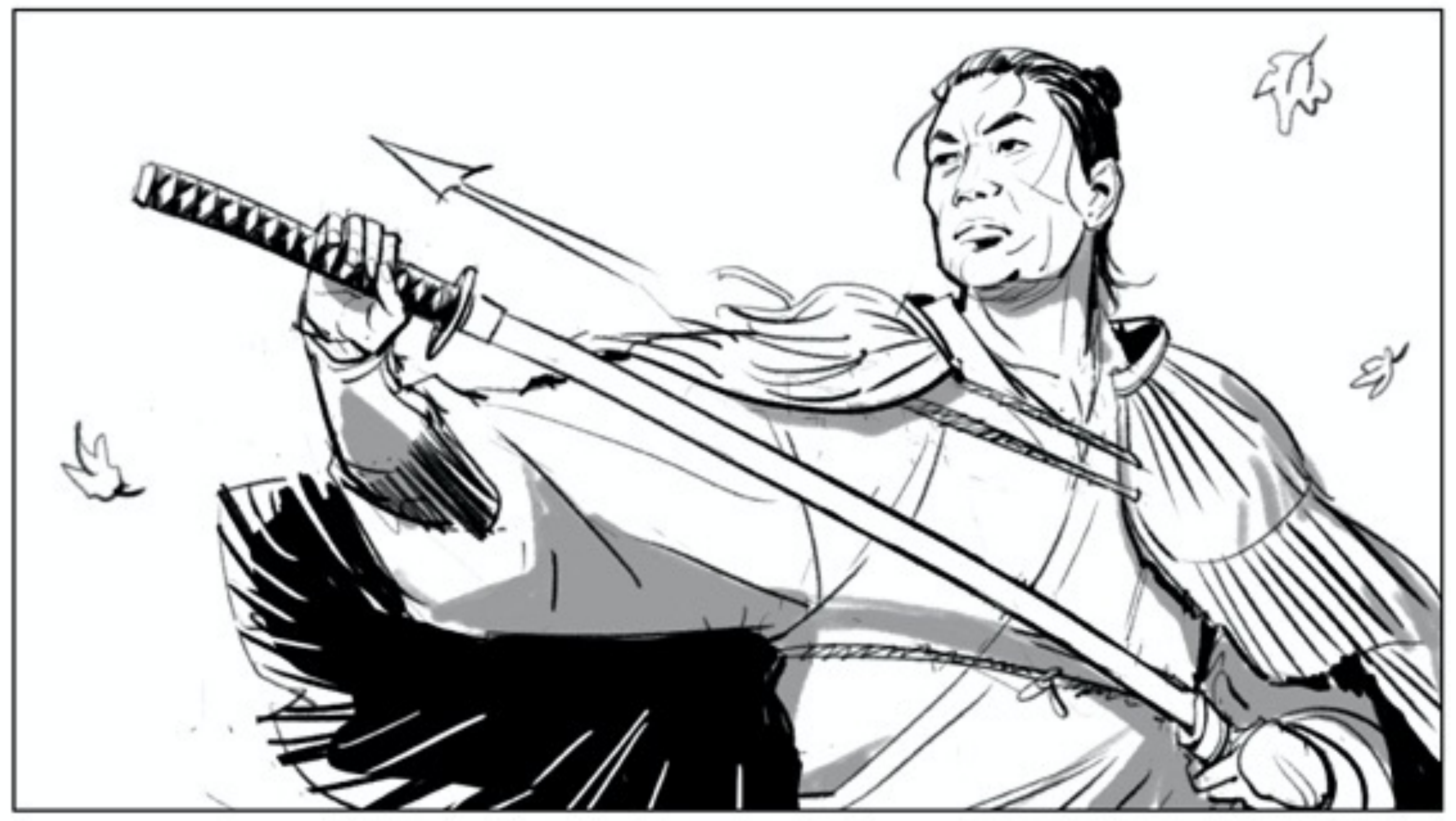
Masako calmly drops her bow . . .
MASAKO: “The bounty on that monk is mine.”



JIN (furious): “Our island is bleeding, and you want gold?”

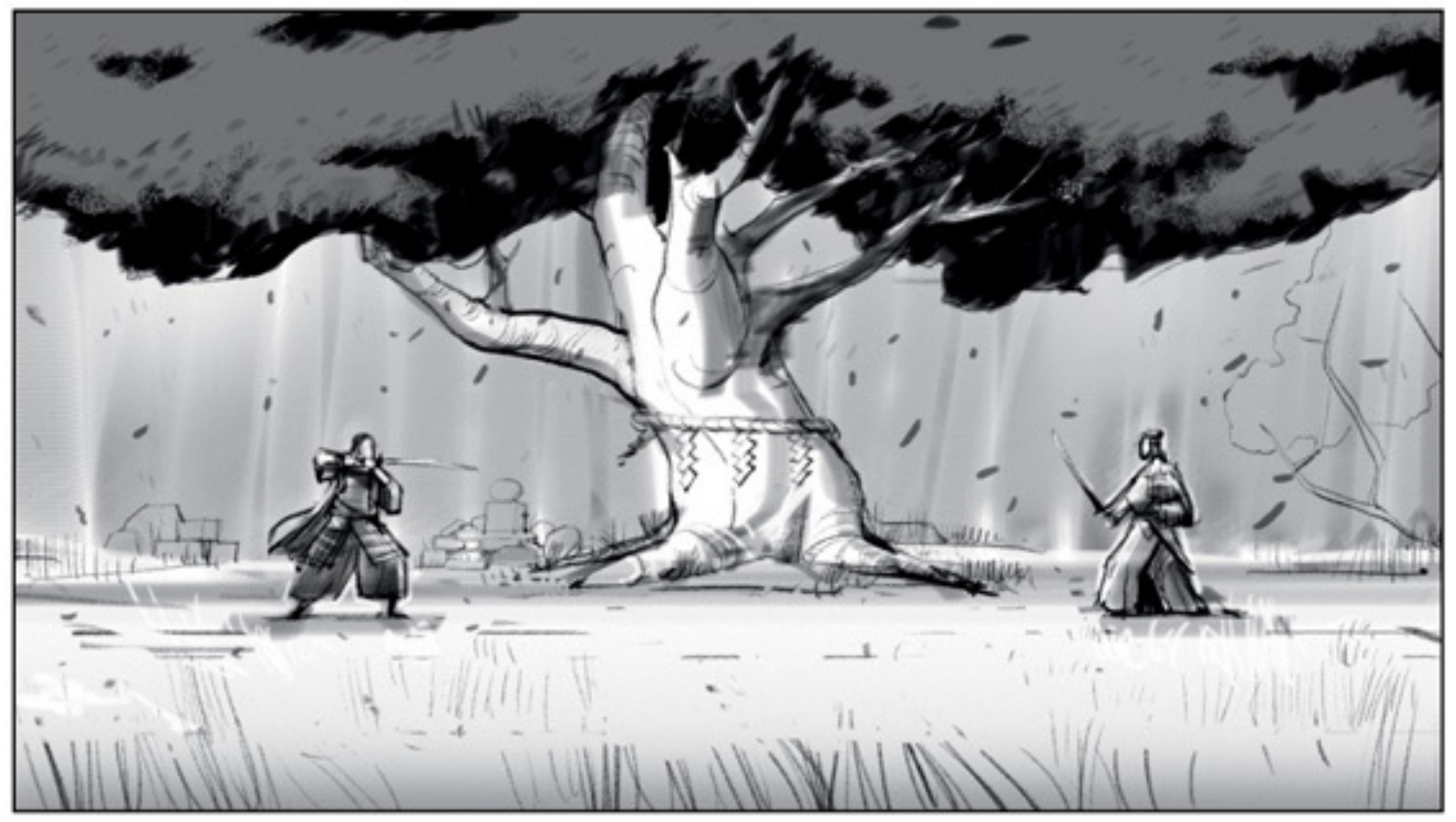


MASAKO: “We all do what we must to survive.”

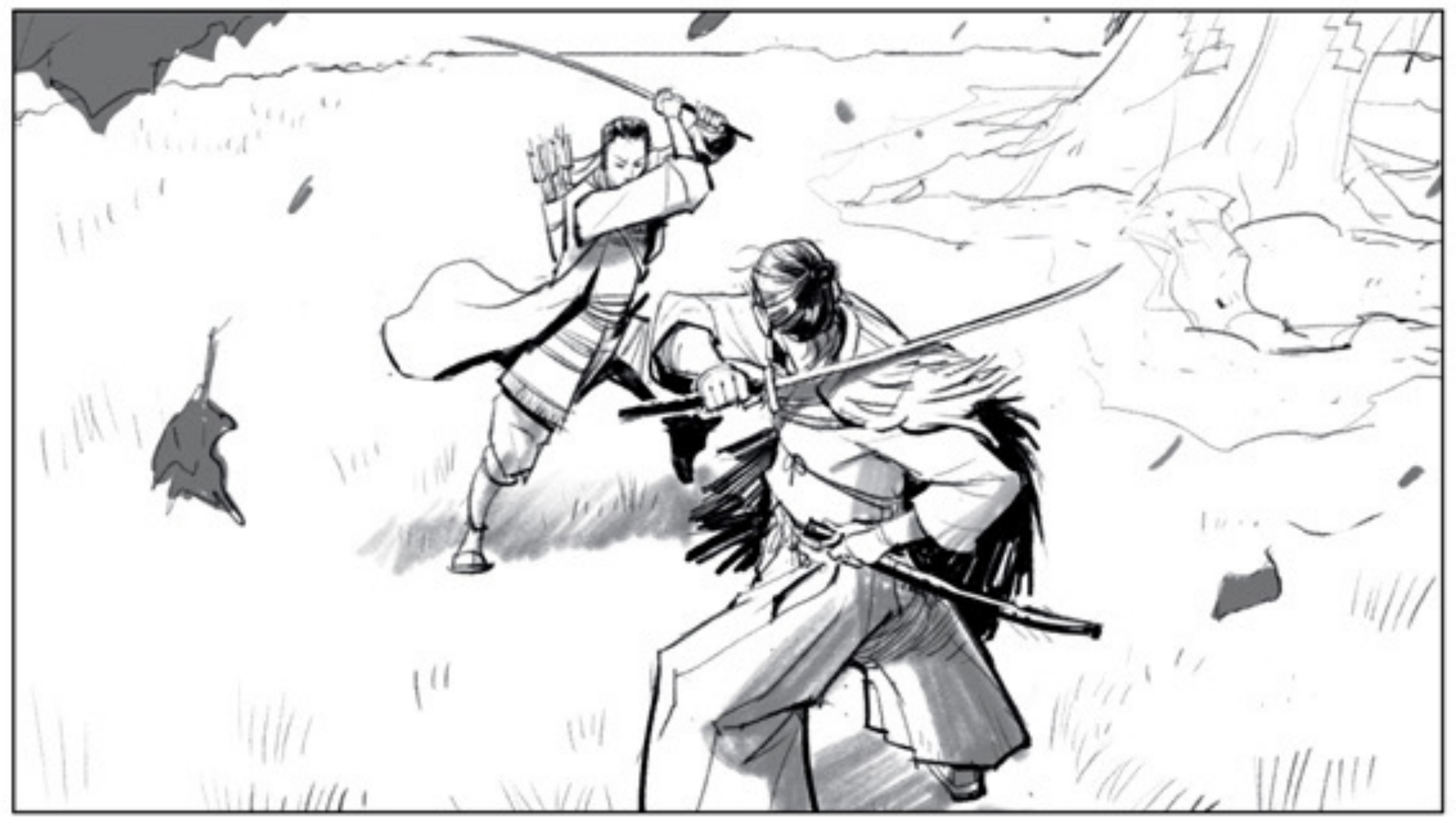


Jin pulls out his sword slowly.
Go to “Duel Mode” in front of the big maple tree!

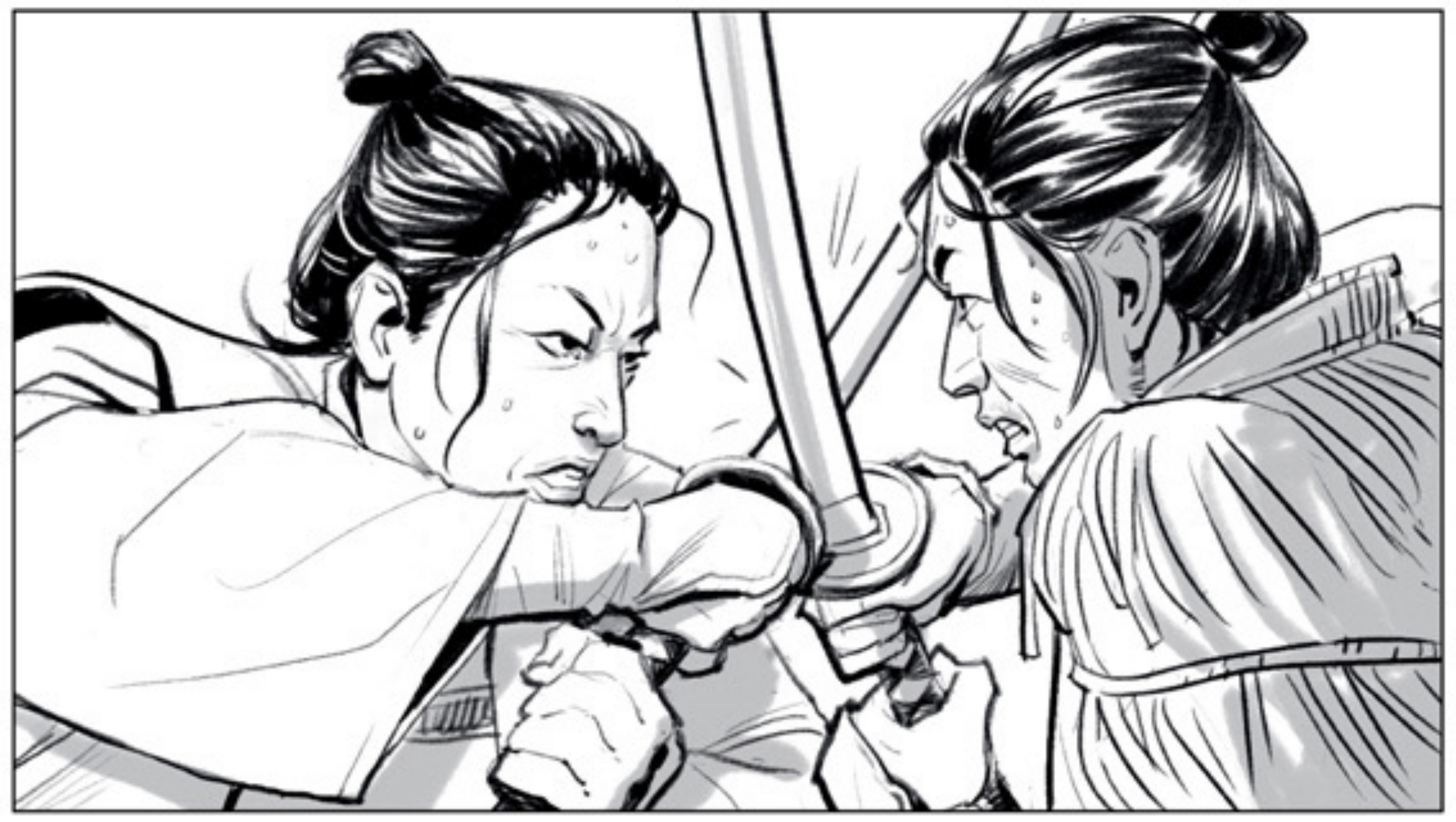
E3 2018 Demo: Duel and Mongols



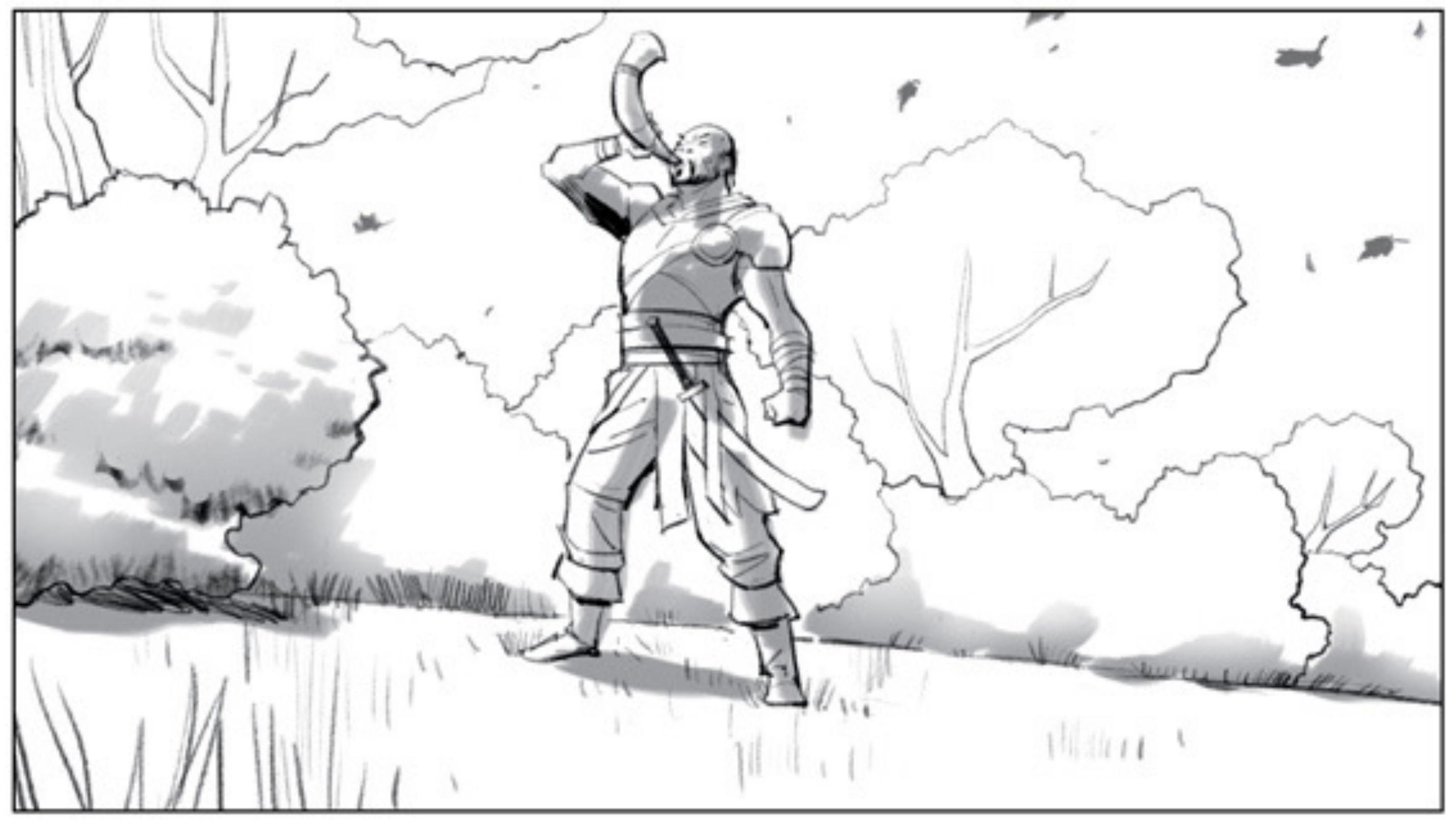
Jin and Masako face off to duel.



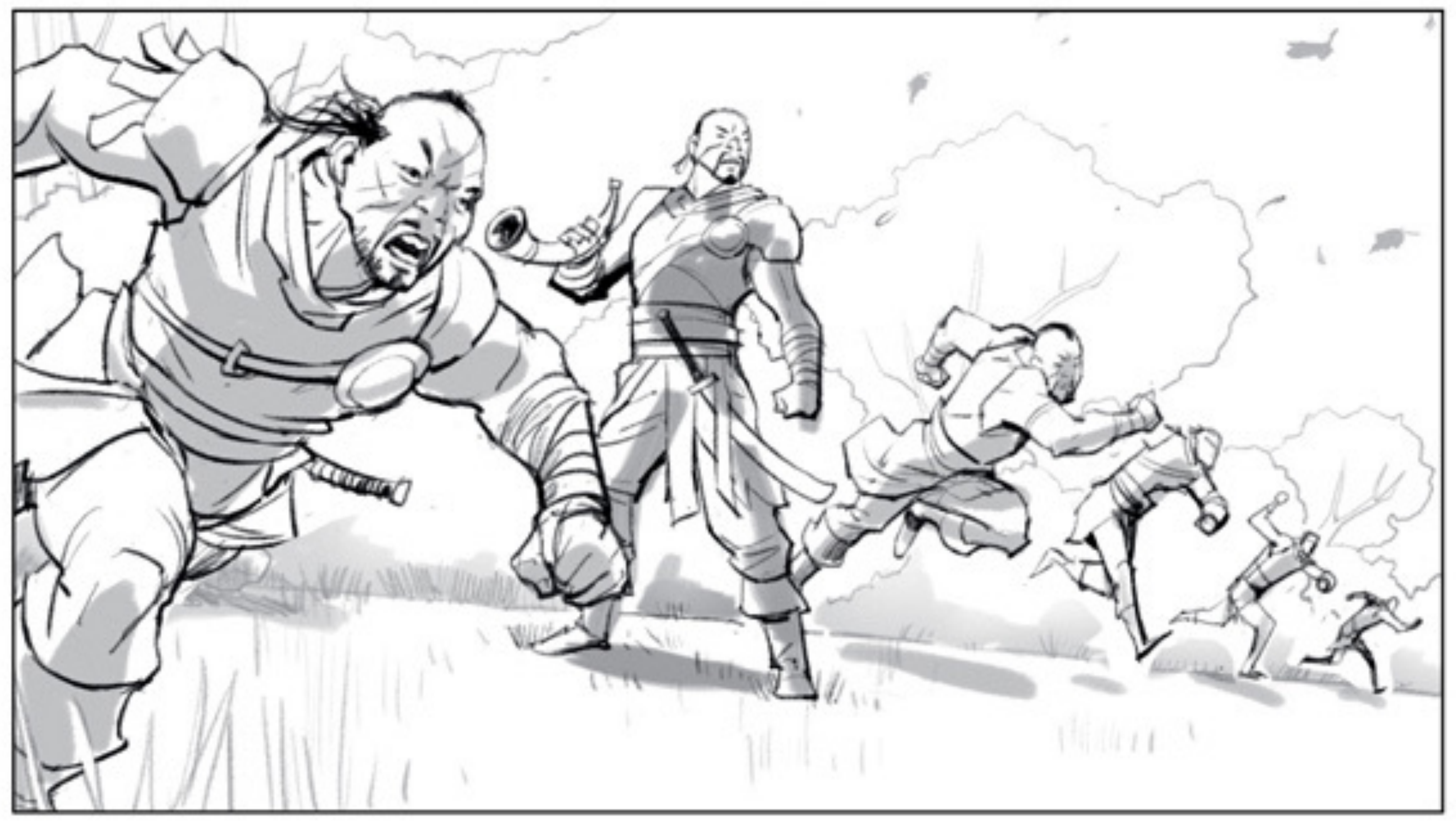
Hands on for Duel. Both take hits.



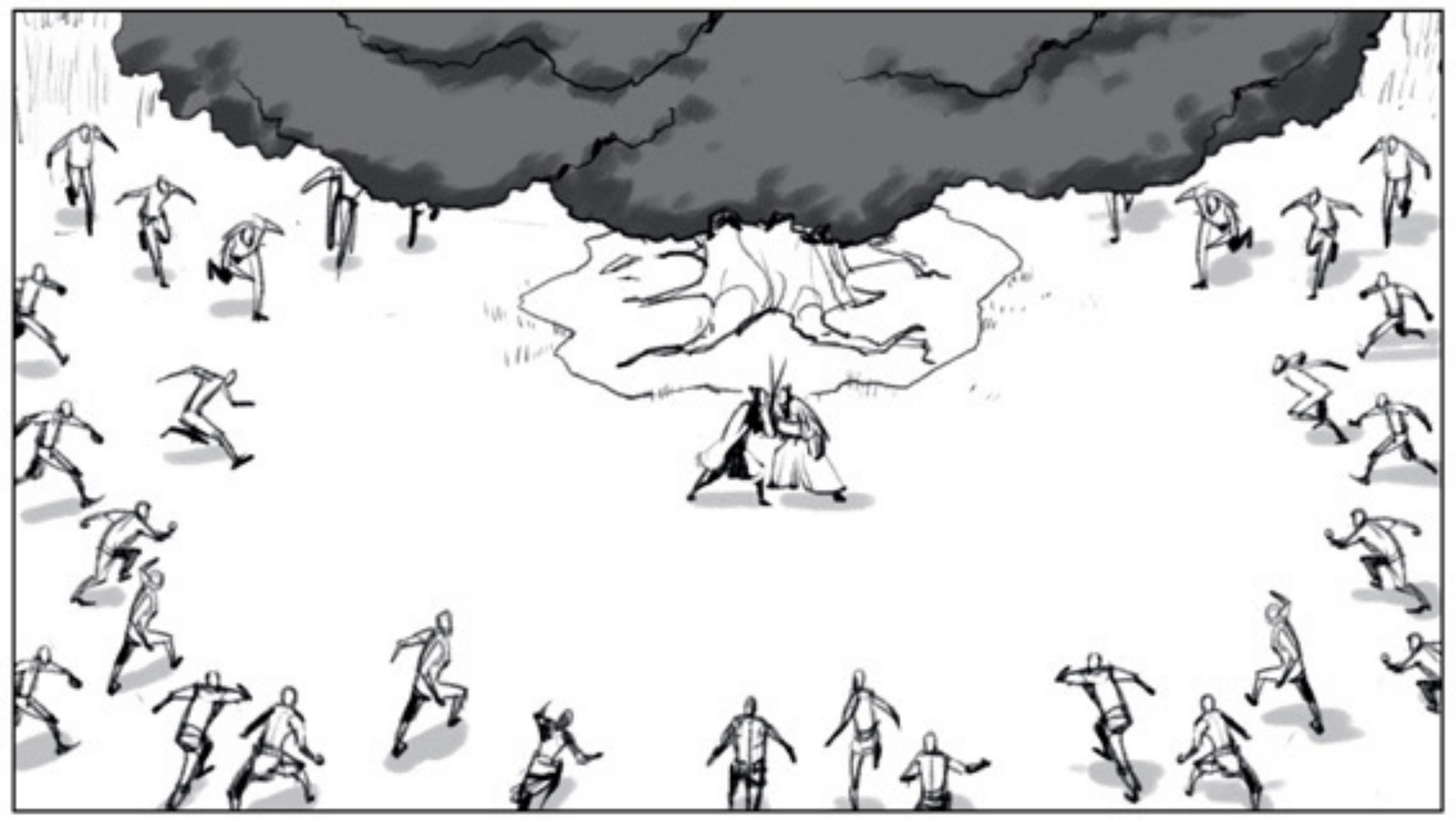
Hands off. They lock their swords . . . then . . .



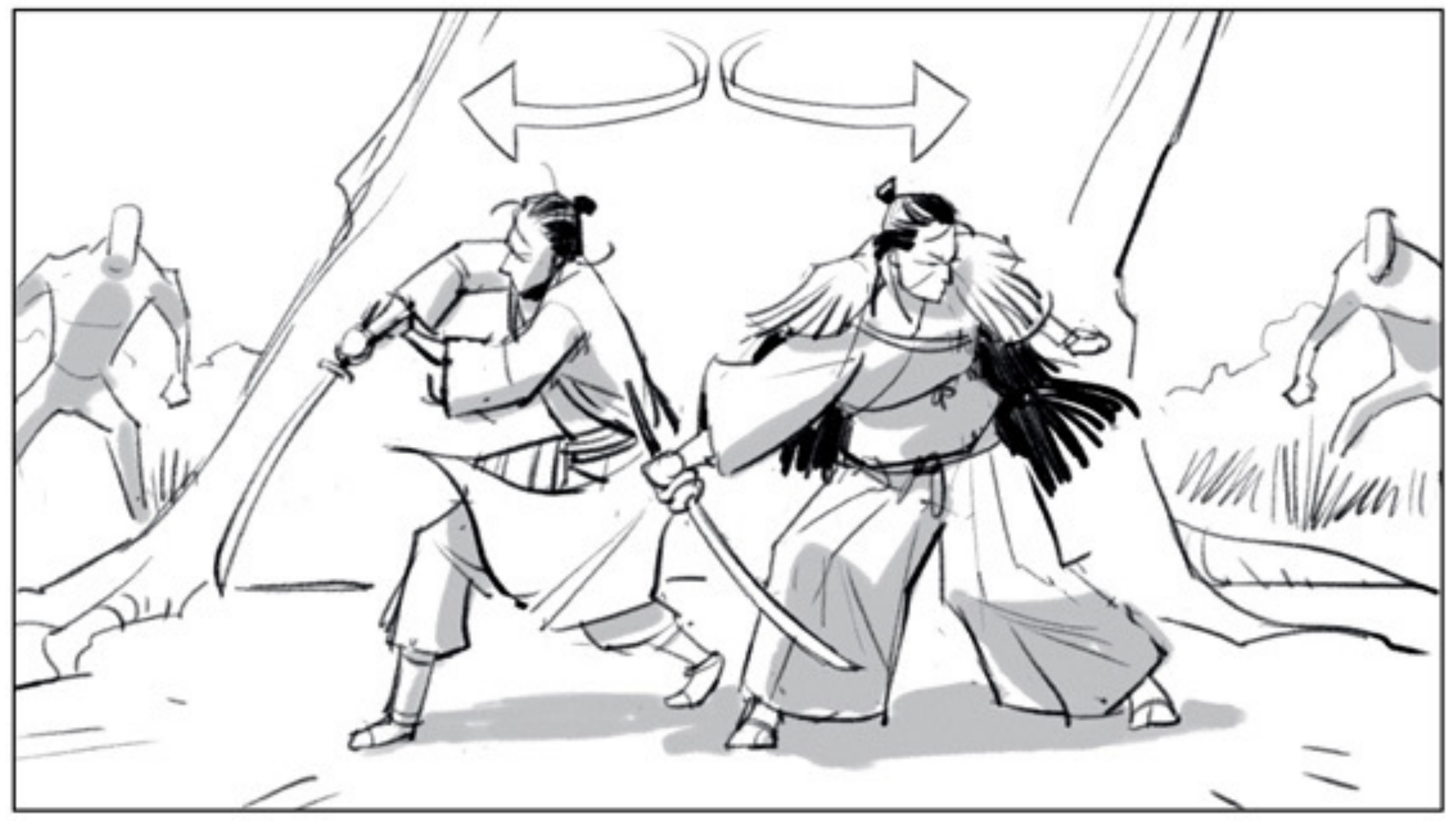
Cut to a mongol standing at the edge of the clearing. He blows his war horn.



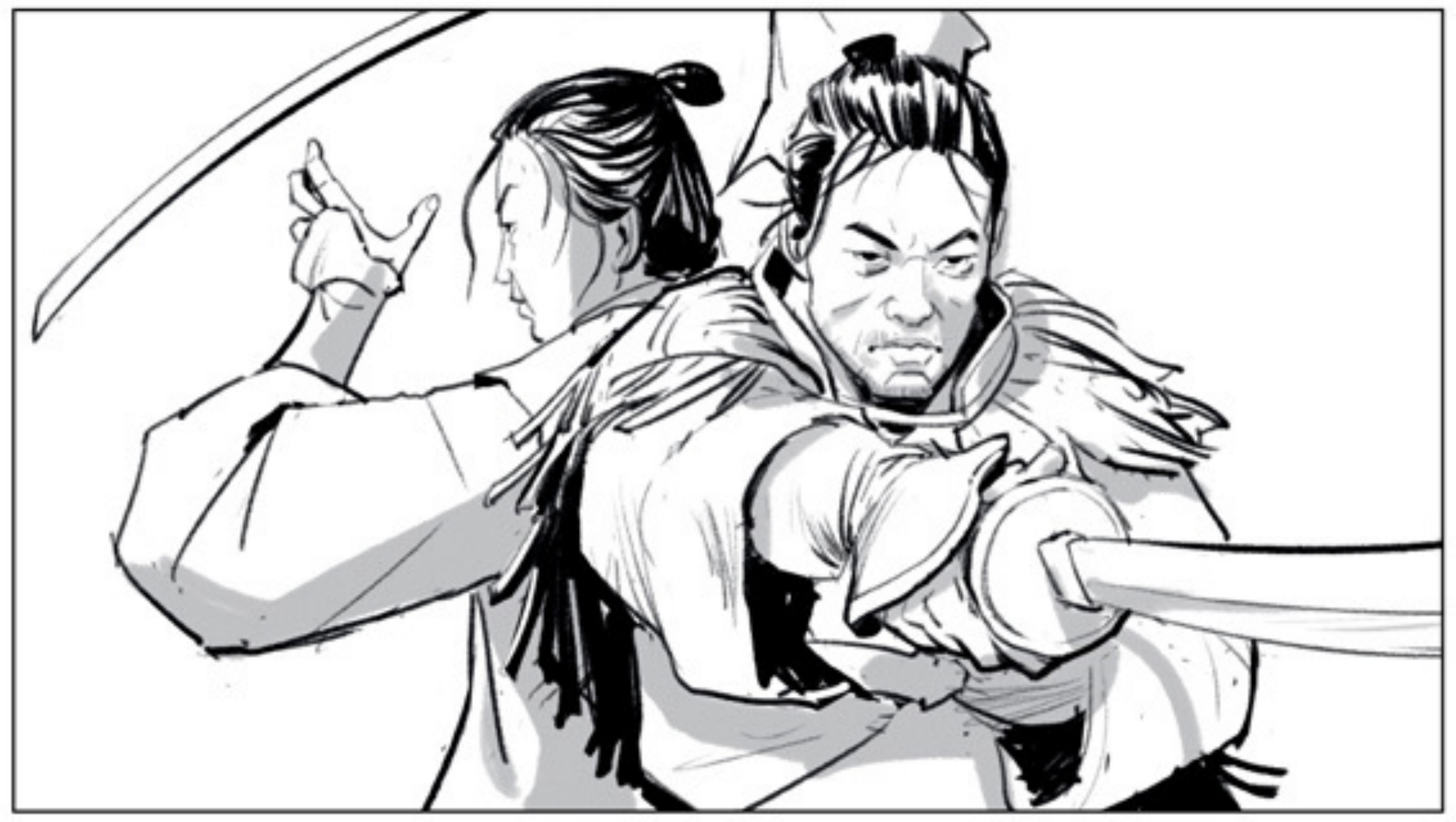
Out of the bushes, a group of Mongols run out toward Jin and Masako.



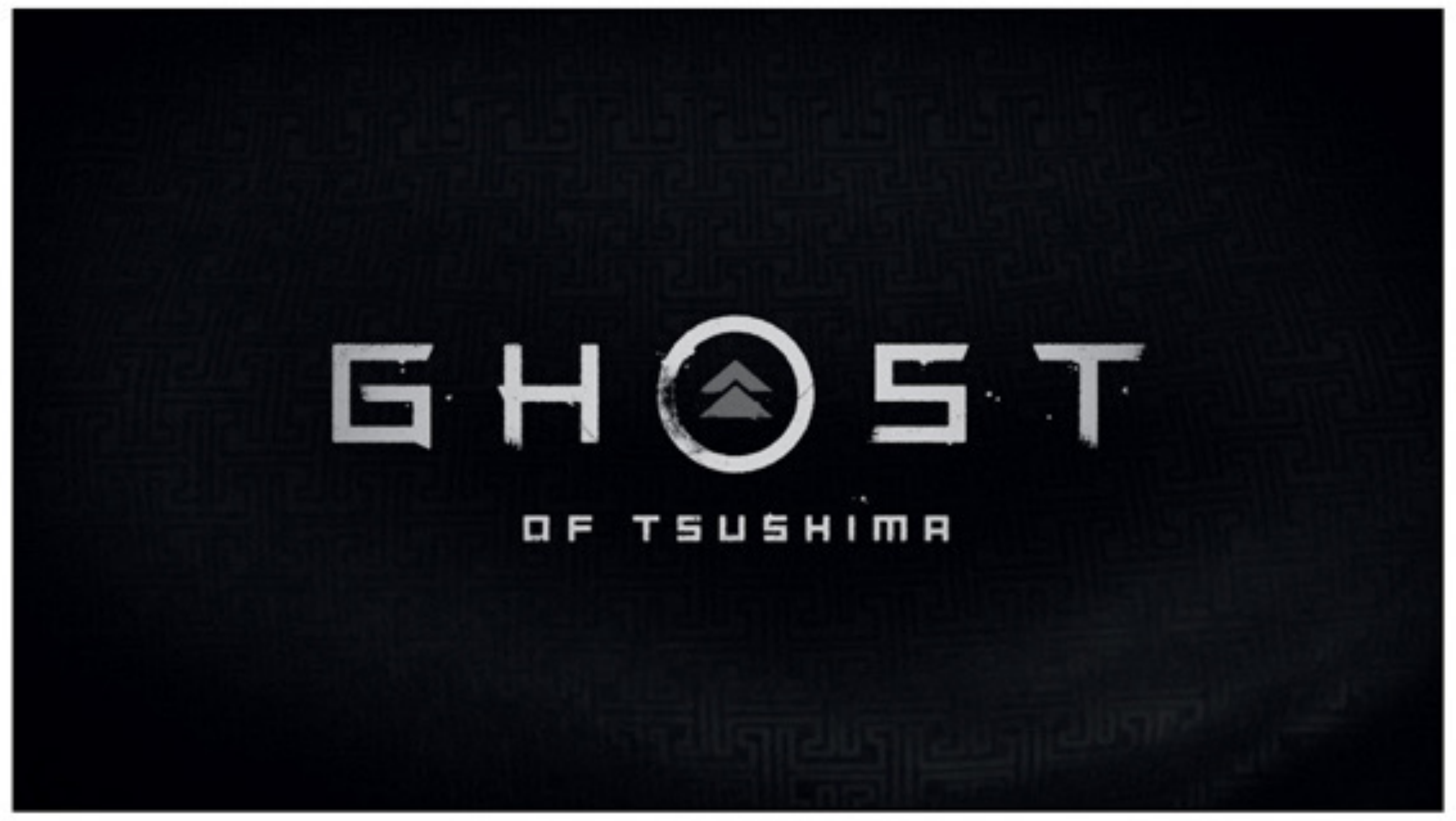
Establishing shot of the Mongols surrounding Jin and Masako.



Masako and Jin break free and turn toward the Mongols.

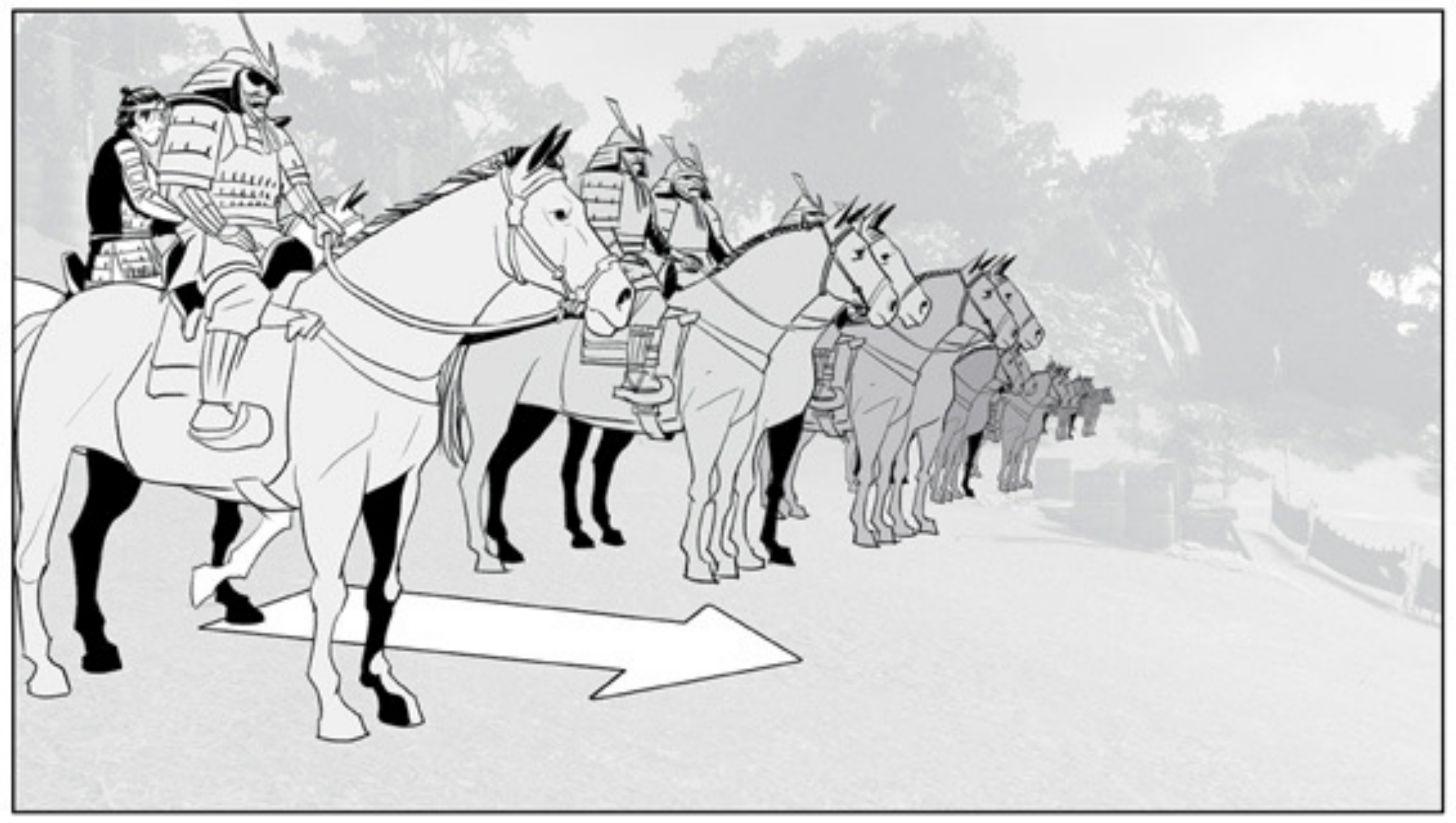


Back to back . . . both raise their swords and prepare to fight!

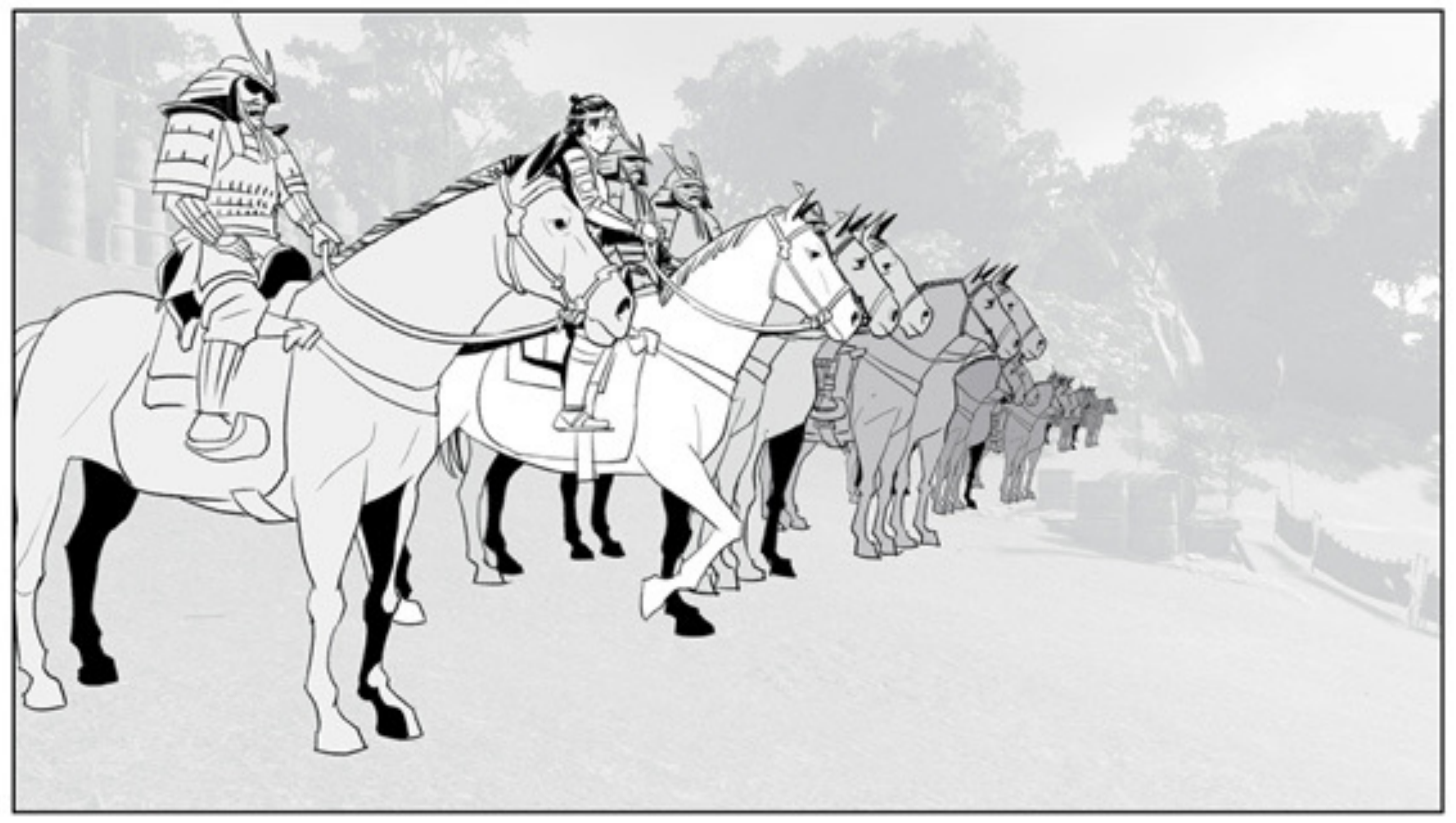


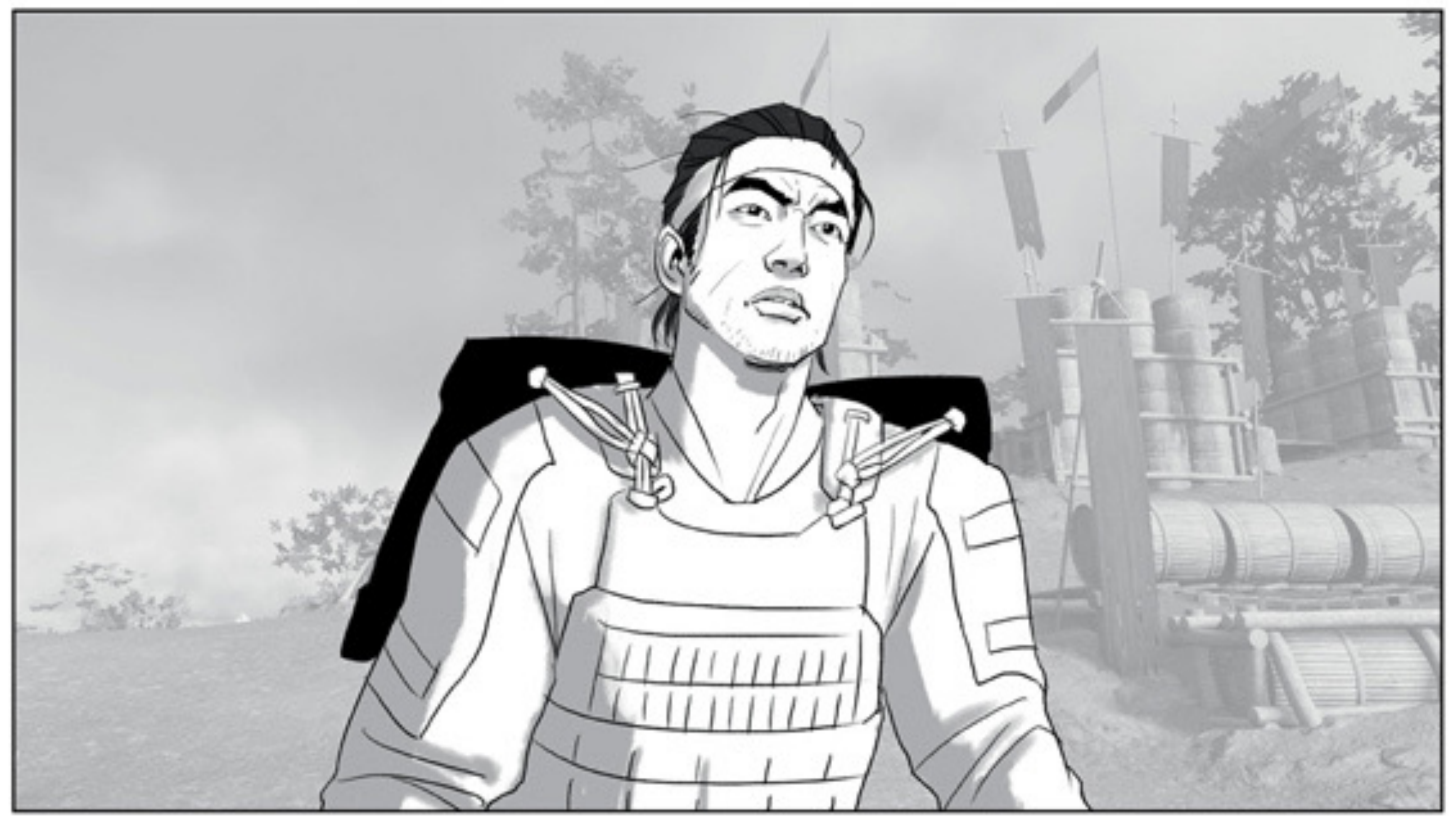
Hard cut to *Ghost* title.

Komoda Ridge

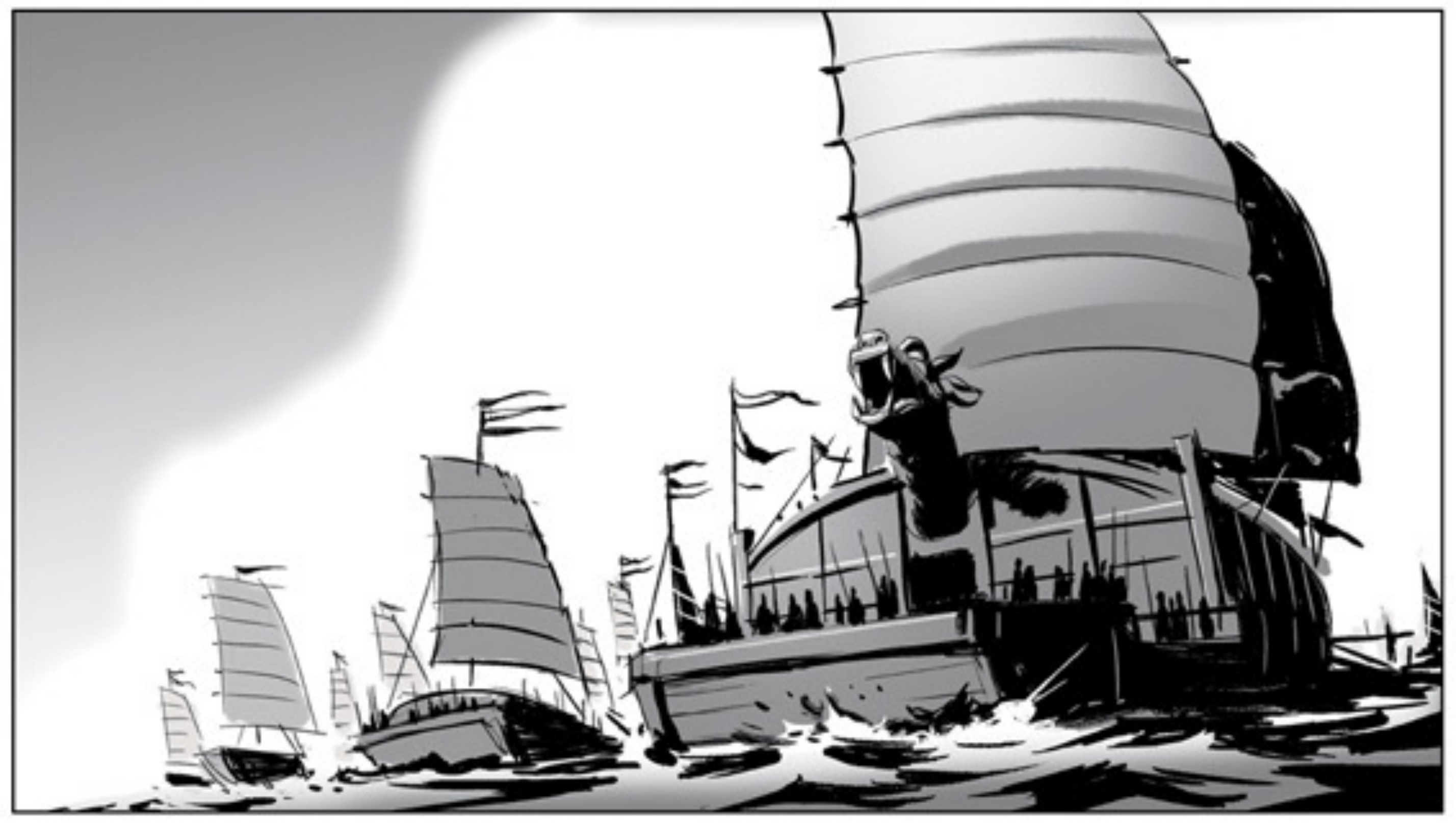


Player arrives at the front line . . . HANDS OFF!
Jin rides up to the front with the other samurai.

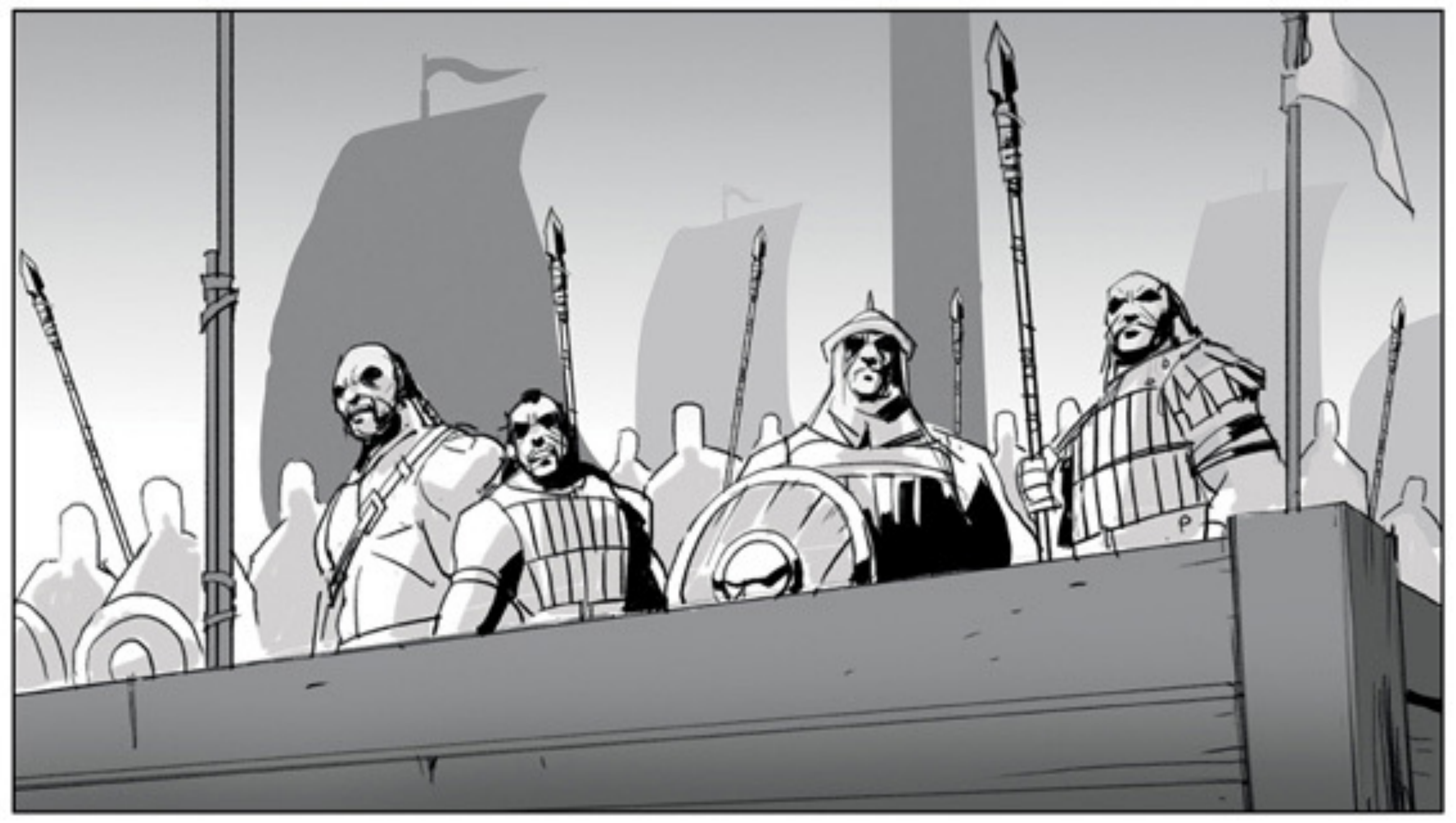




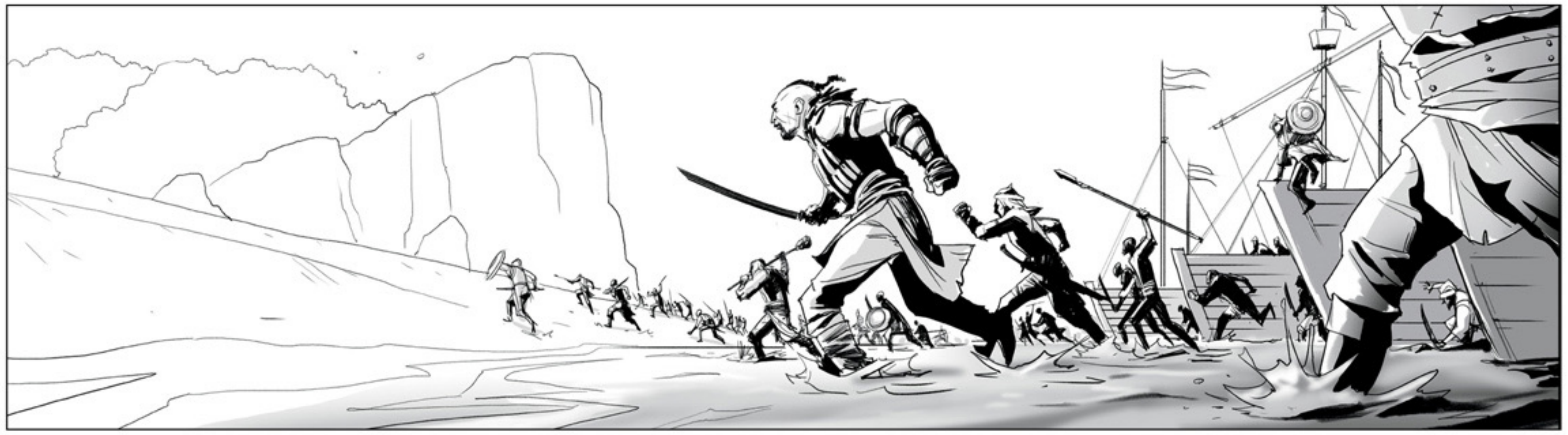
Jin confronts an awe-inspiring sight:



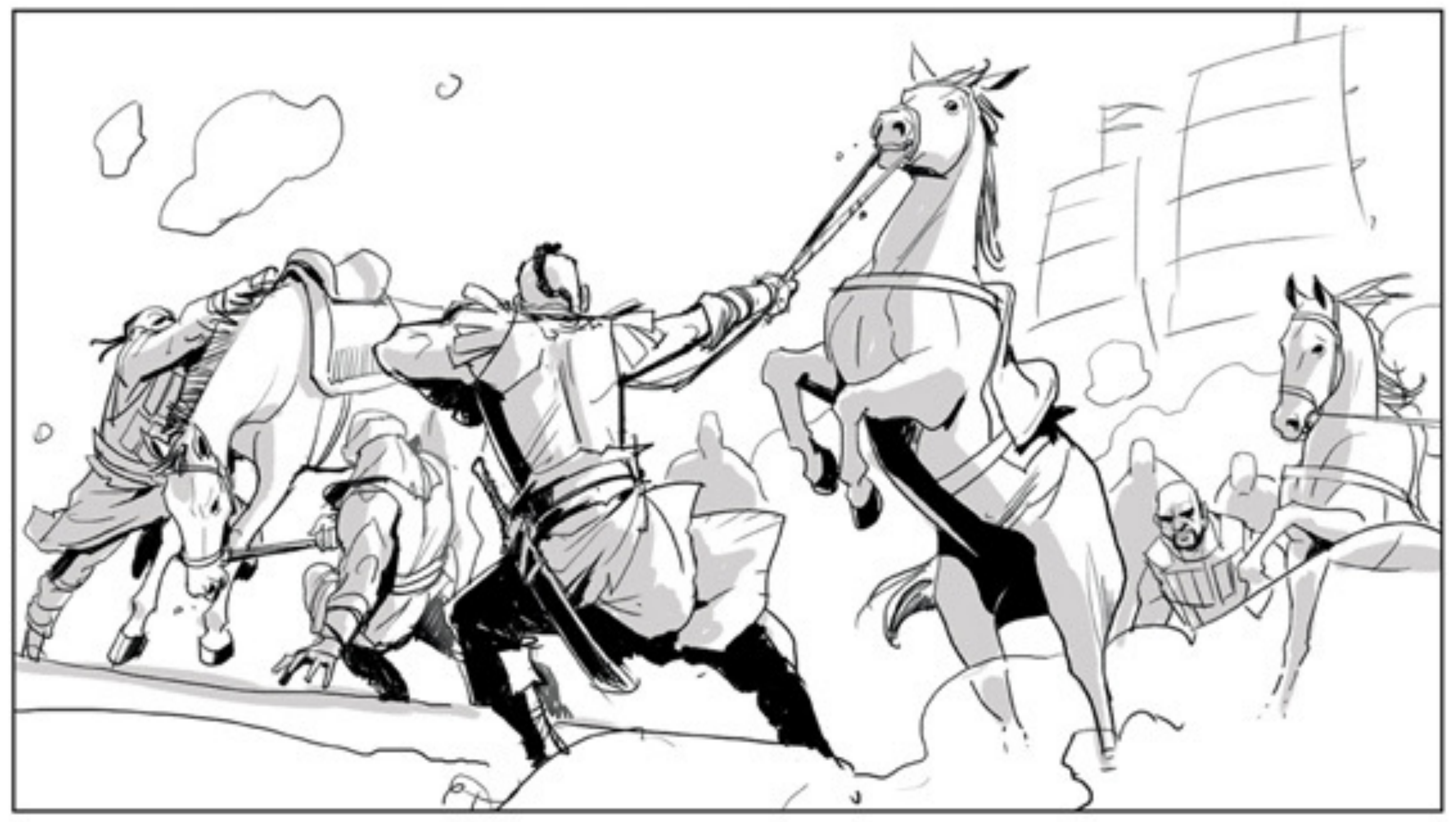
THE MASSIVE MONGOL INVASION FLEET.



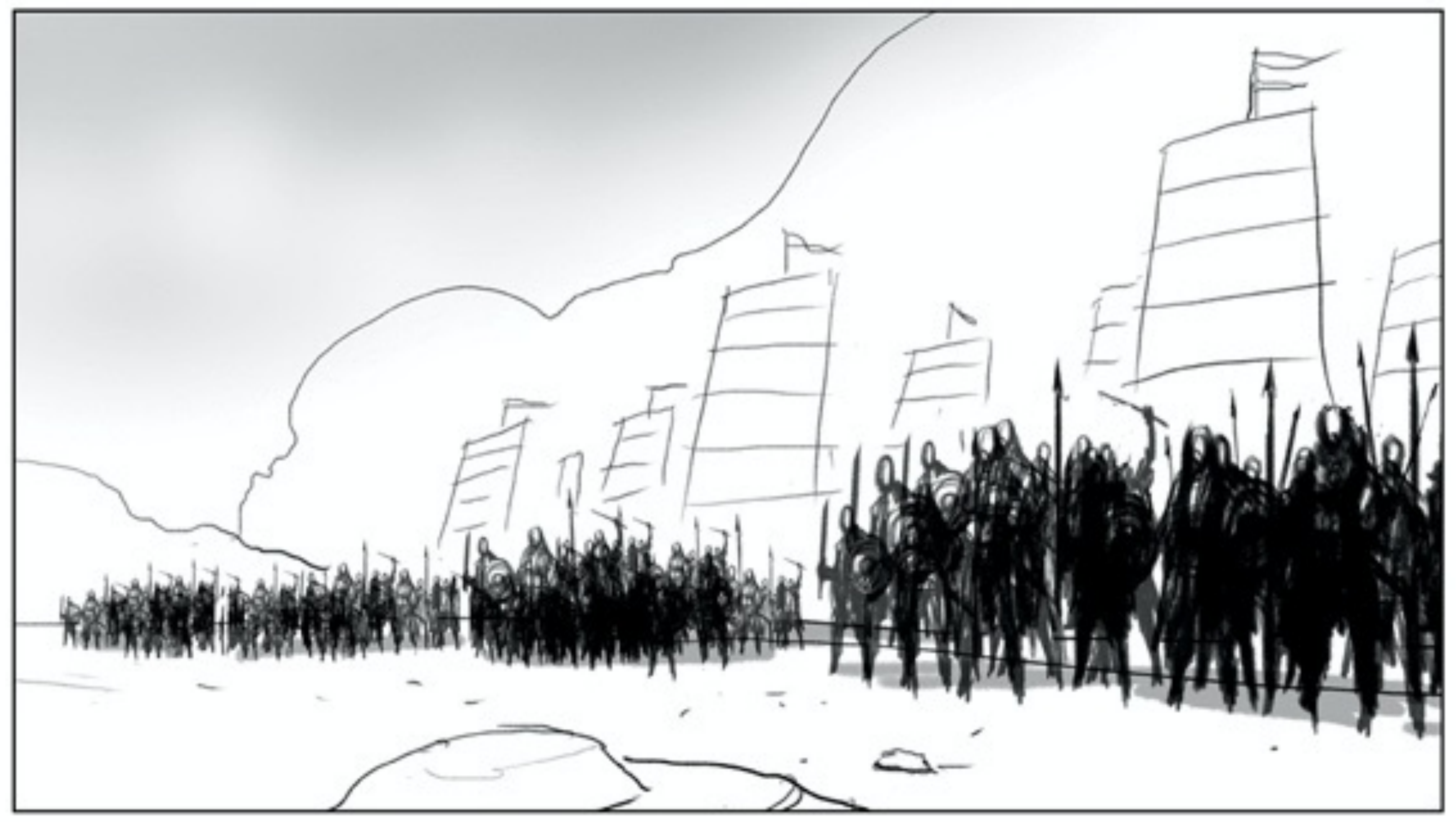
The warships are loaded with tens of thousands of Mongols.



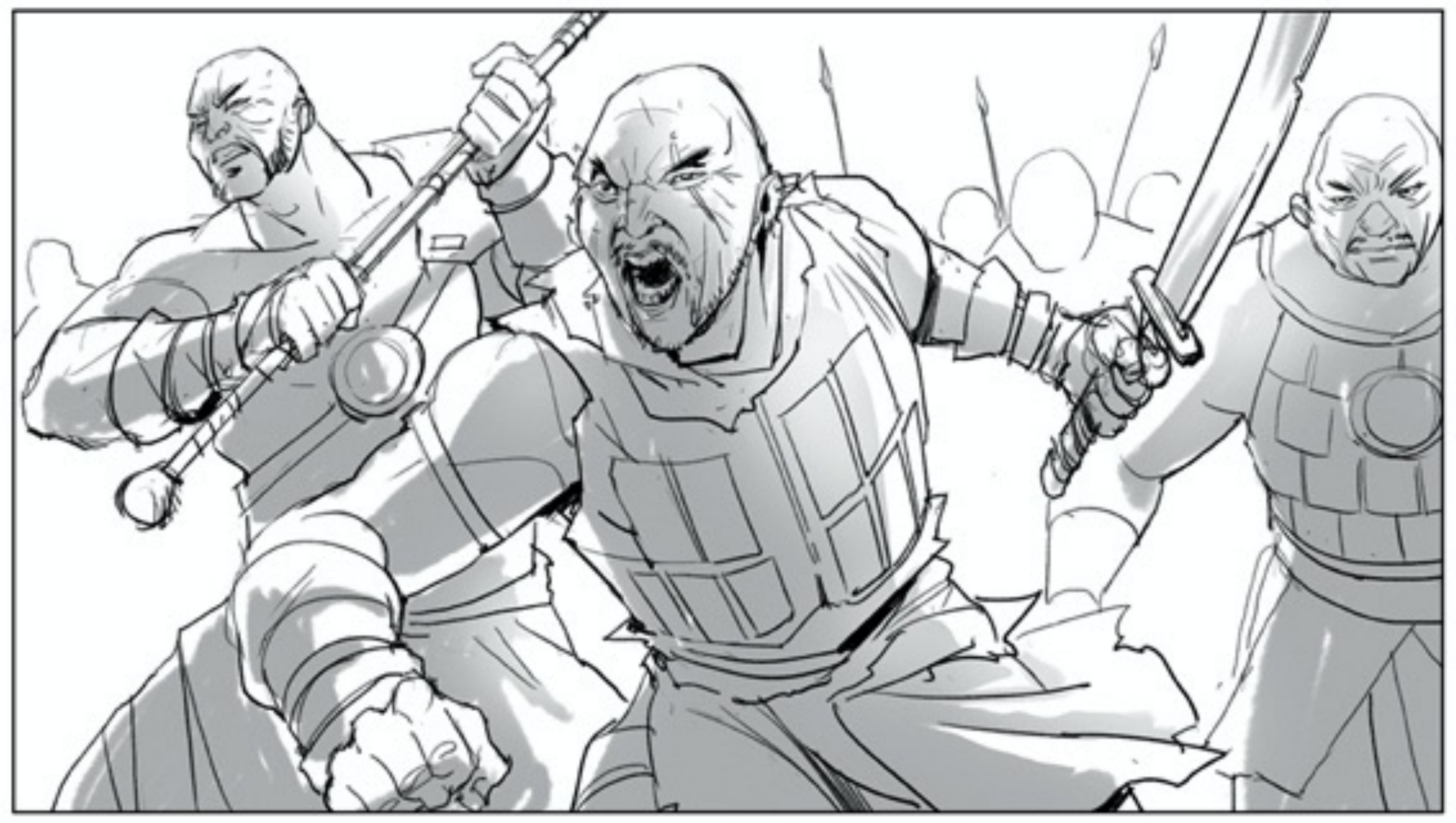
Warriors churn the beach, their weapons glinting in the rising sun.



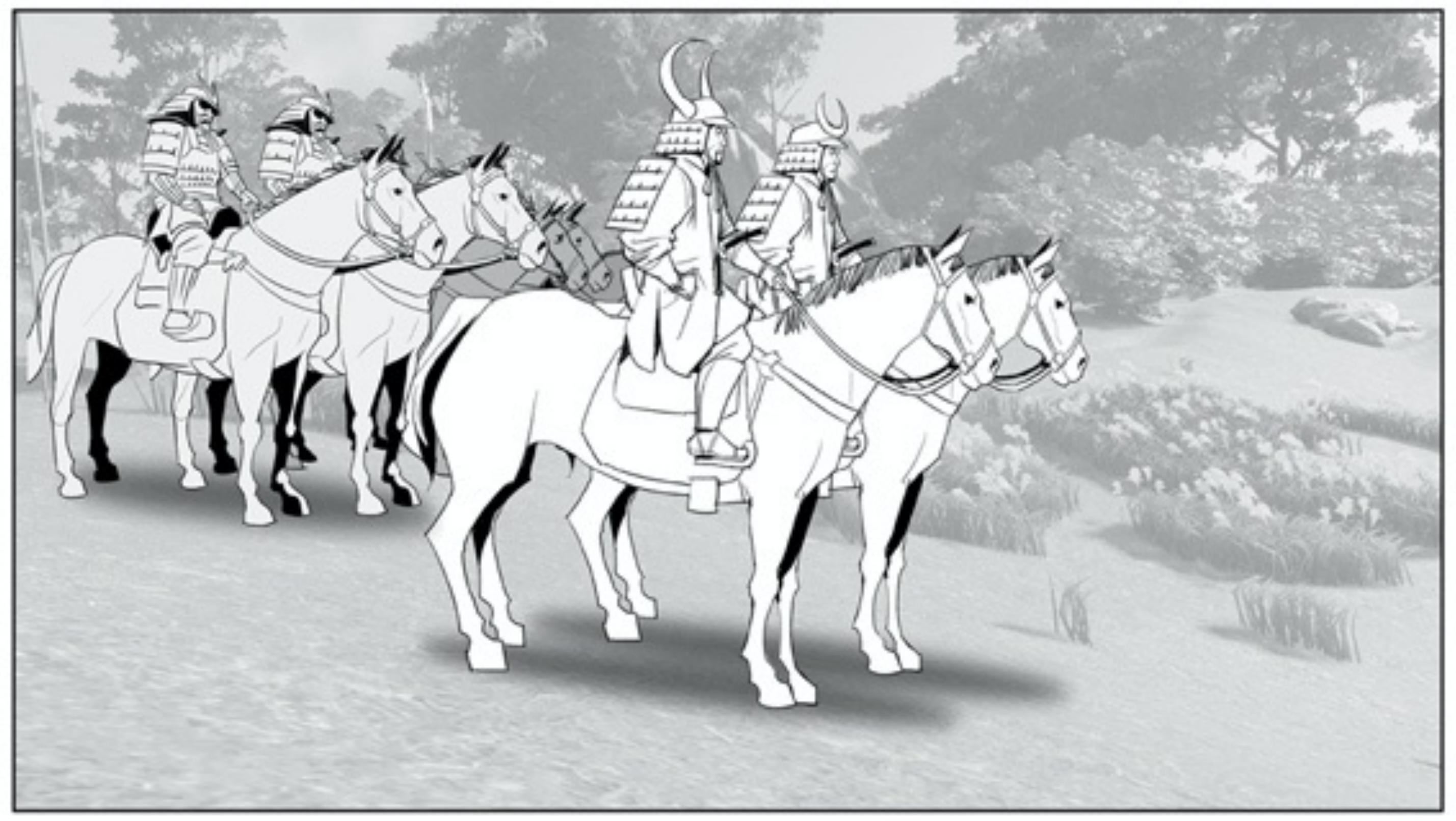
The Mongols bang drums and whip their horses.



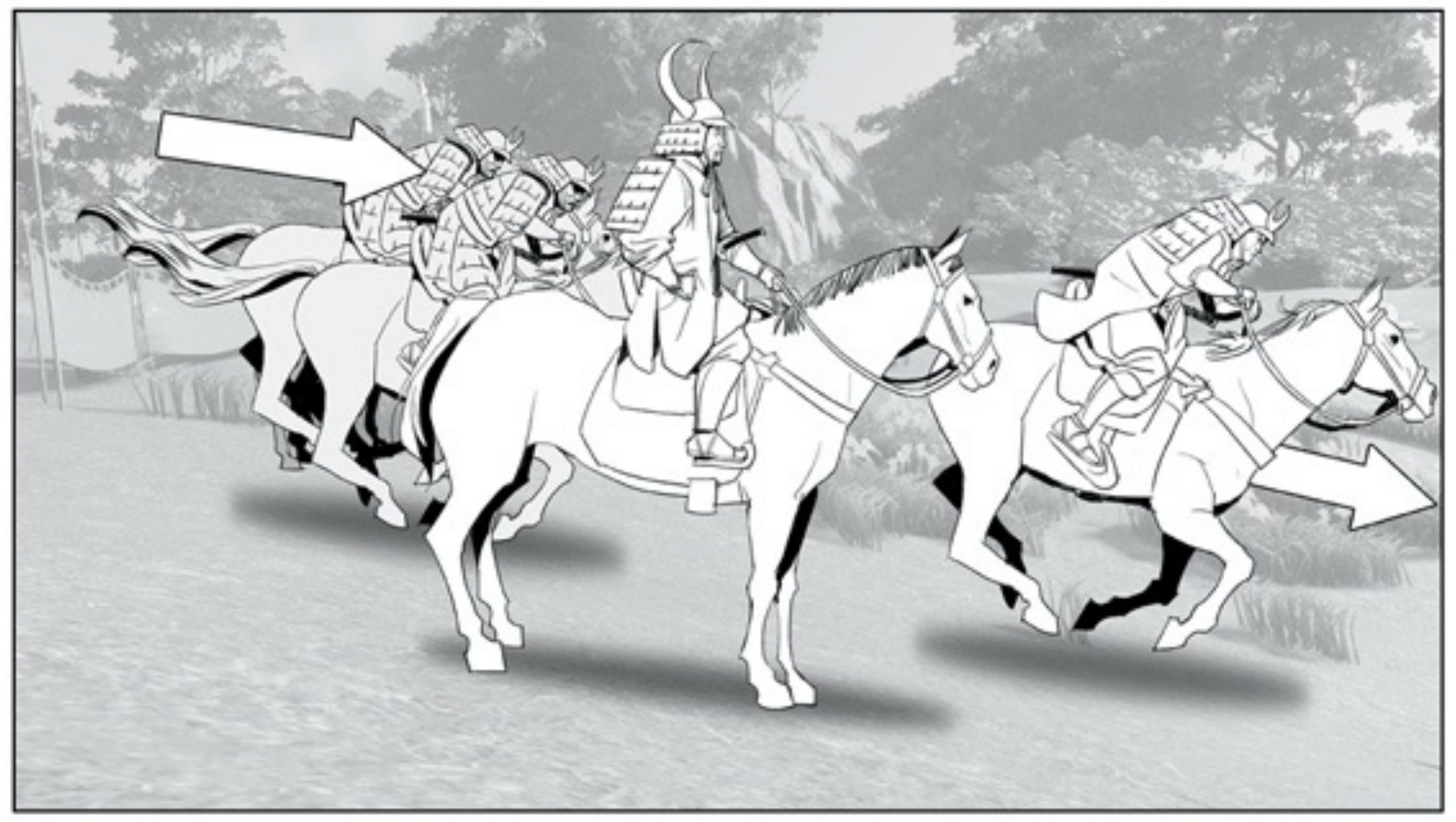
They are a mass of chaos ready to commit slaughter.



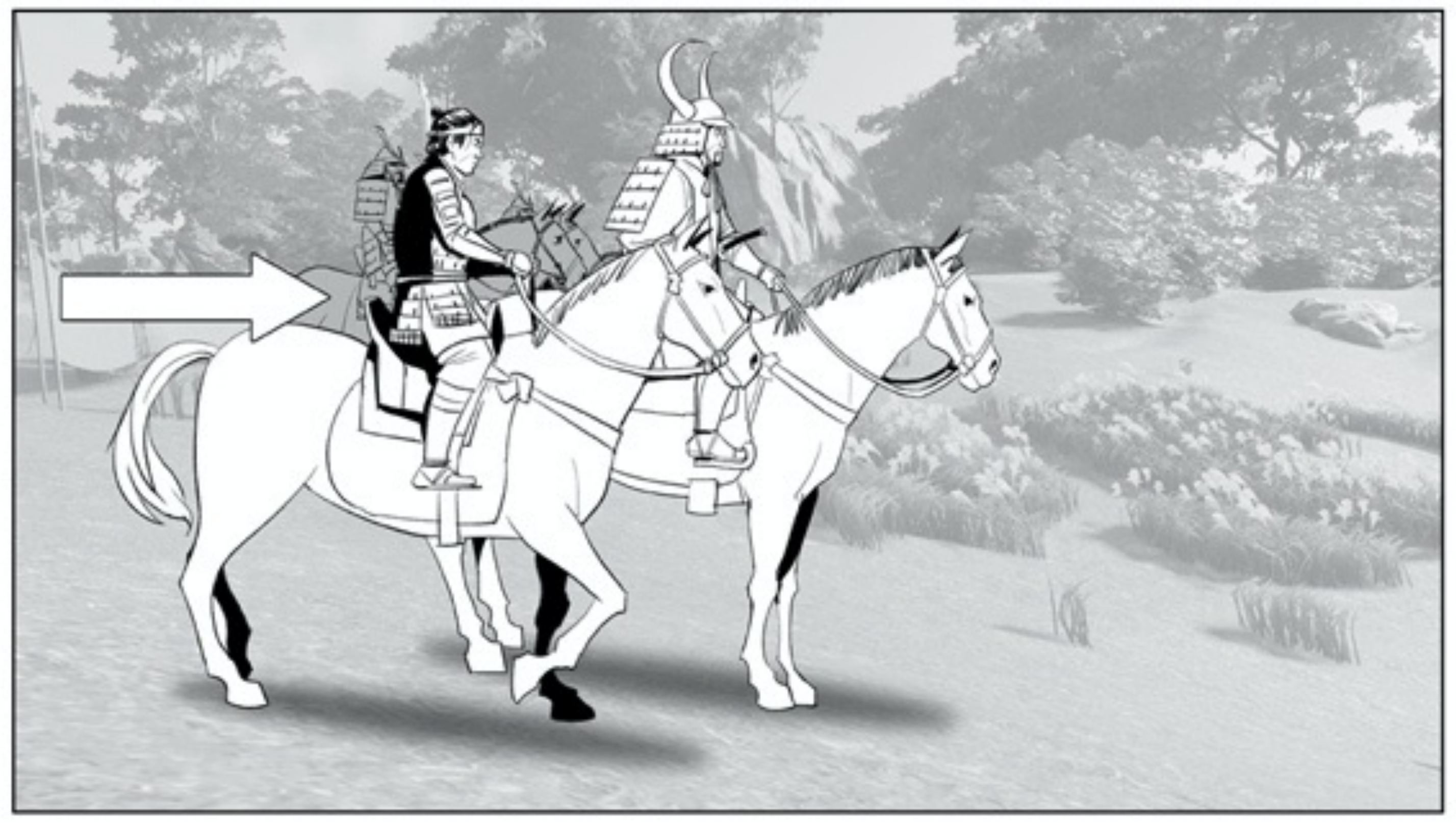
Close on the invaders. Brutal and fearless.



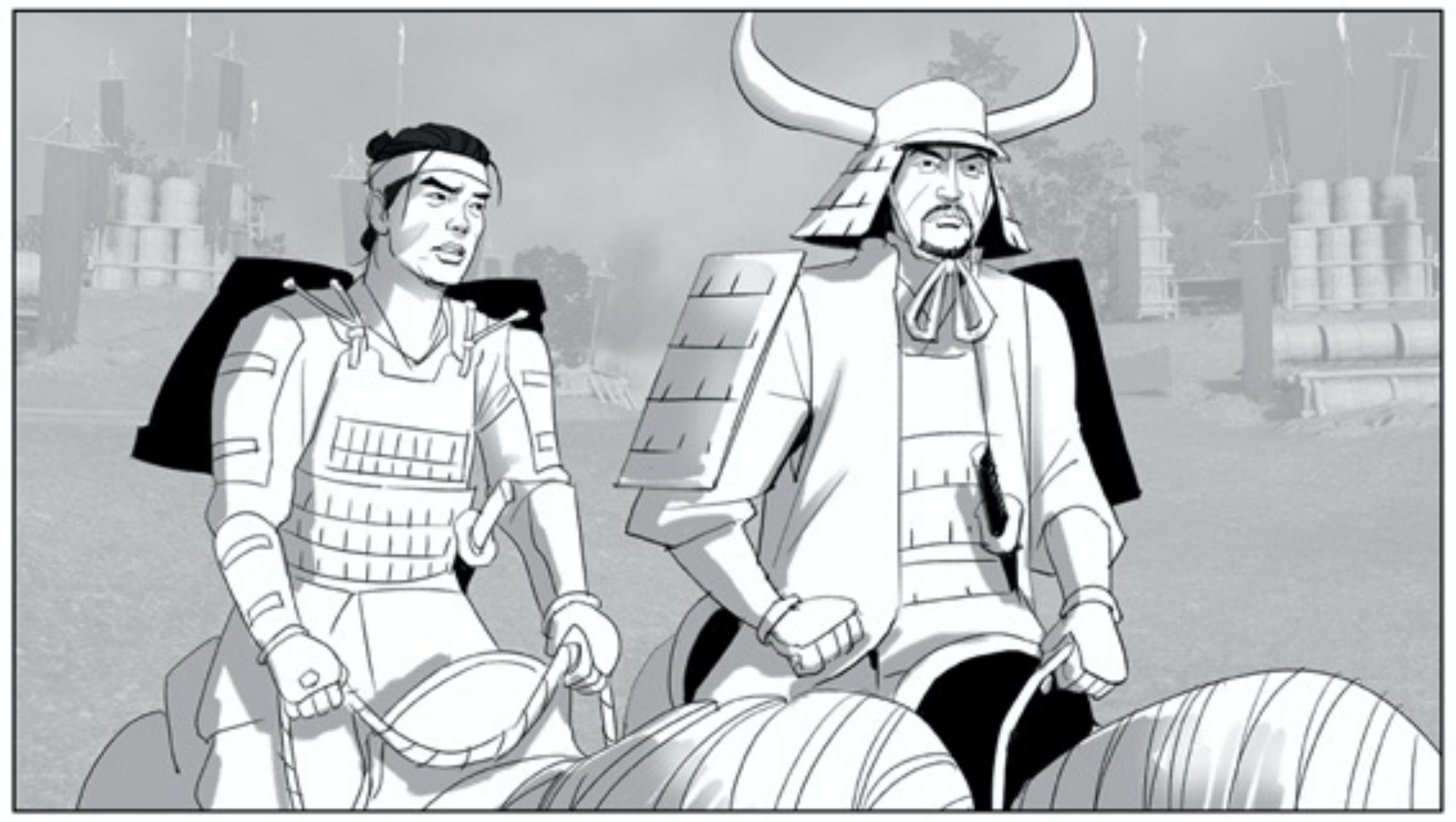
A stark contrast to the austere samurai.
SHIMURA (to Adachi): “Lord Adachi. Go break their spirits.”



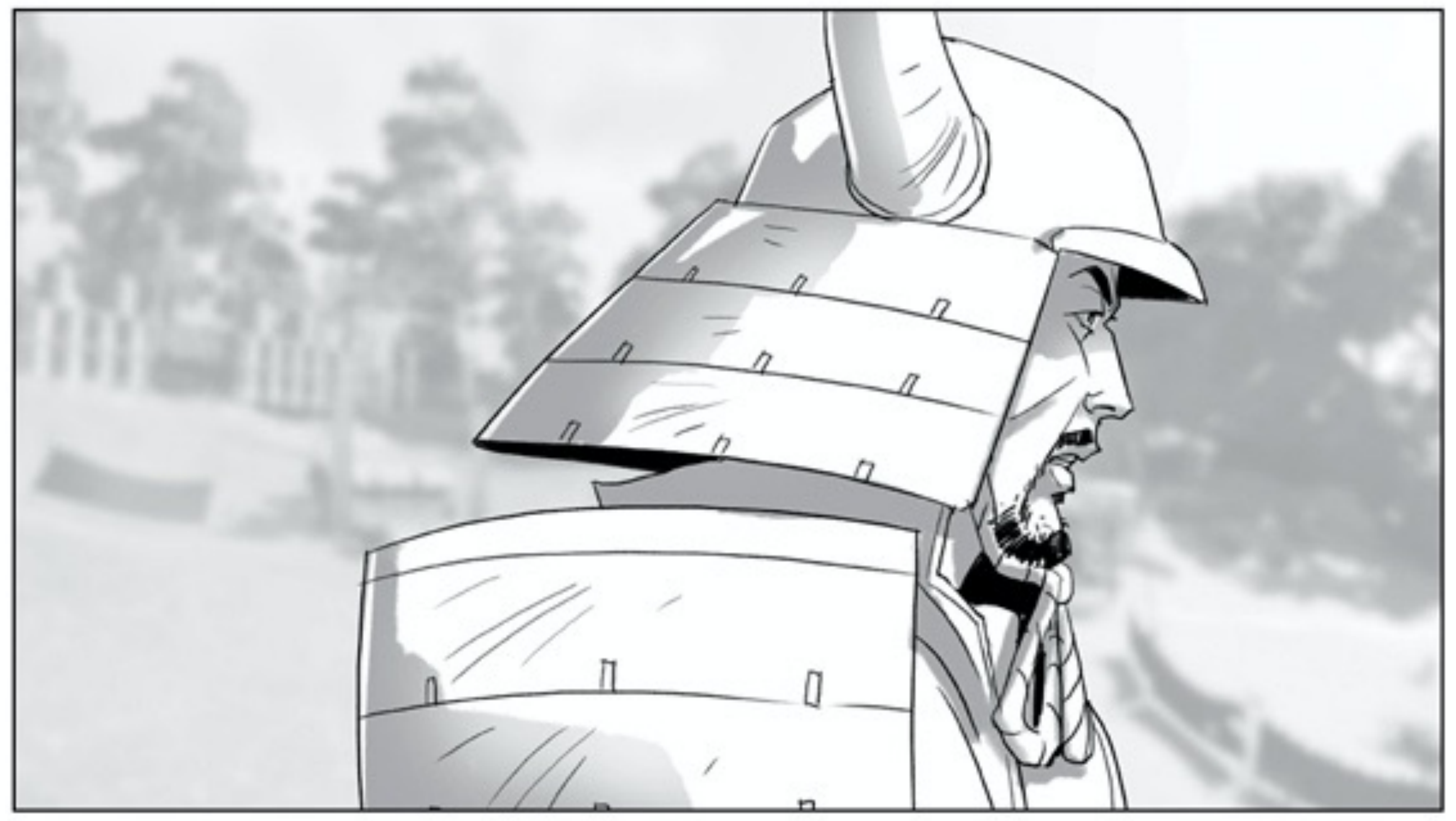
Adachi smiles, bows to Lord Shimura, and rides off to meet the Mongols in combat.



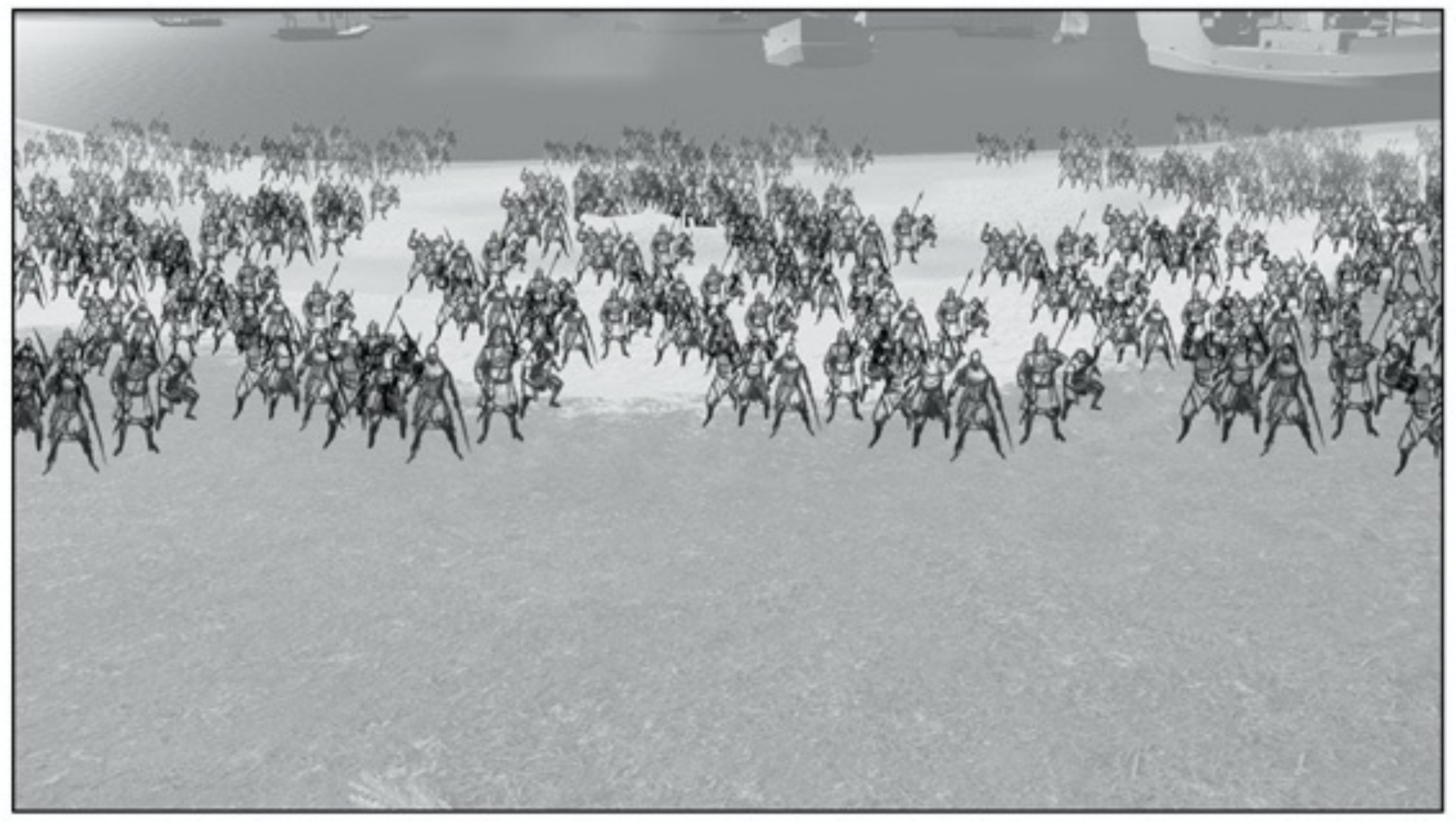
Jin joins his uncle.



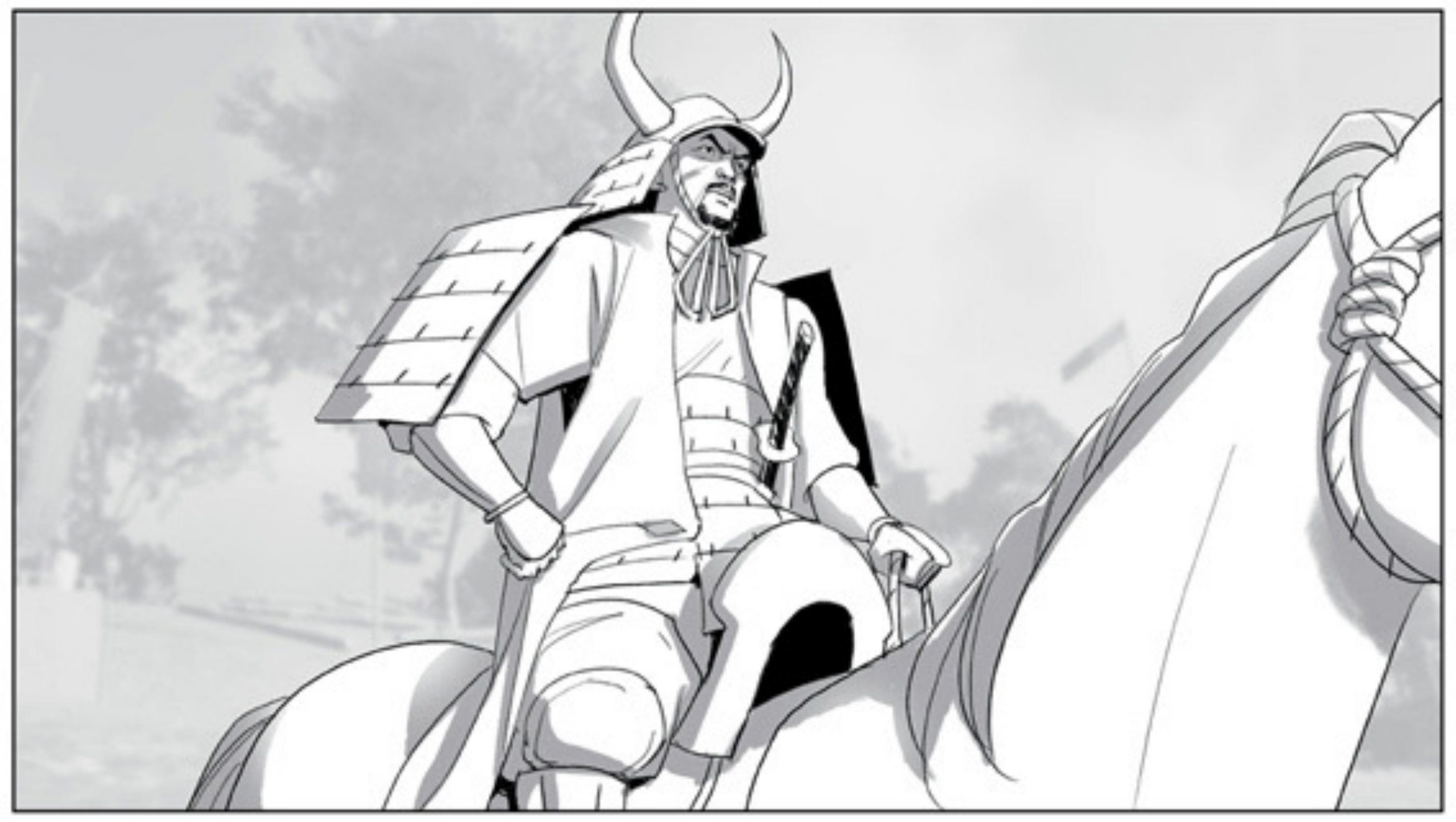
JIN: “There must be a thousand Mongols. We have eighty men.”
Shimura confidently surveys the battlefield from his horse.



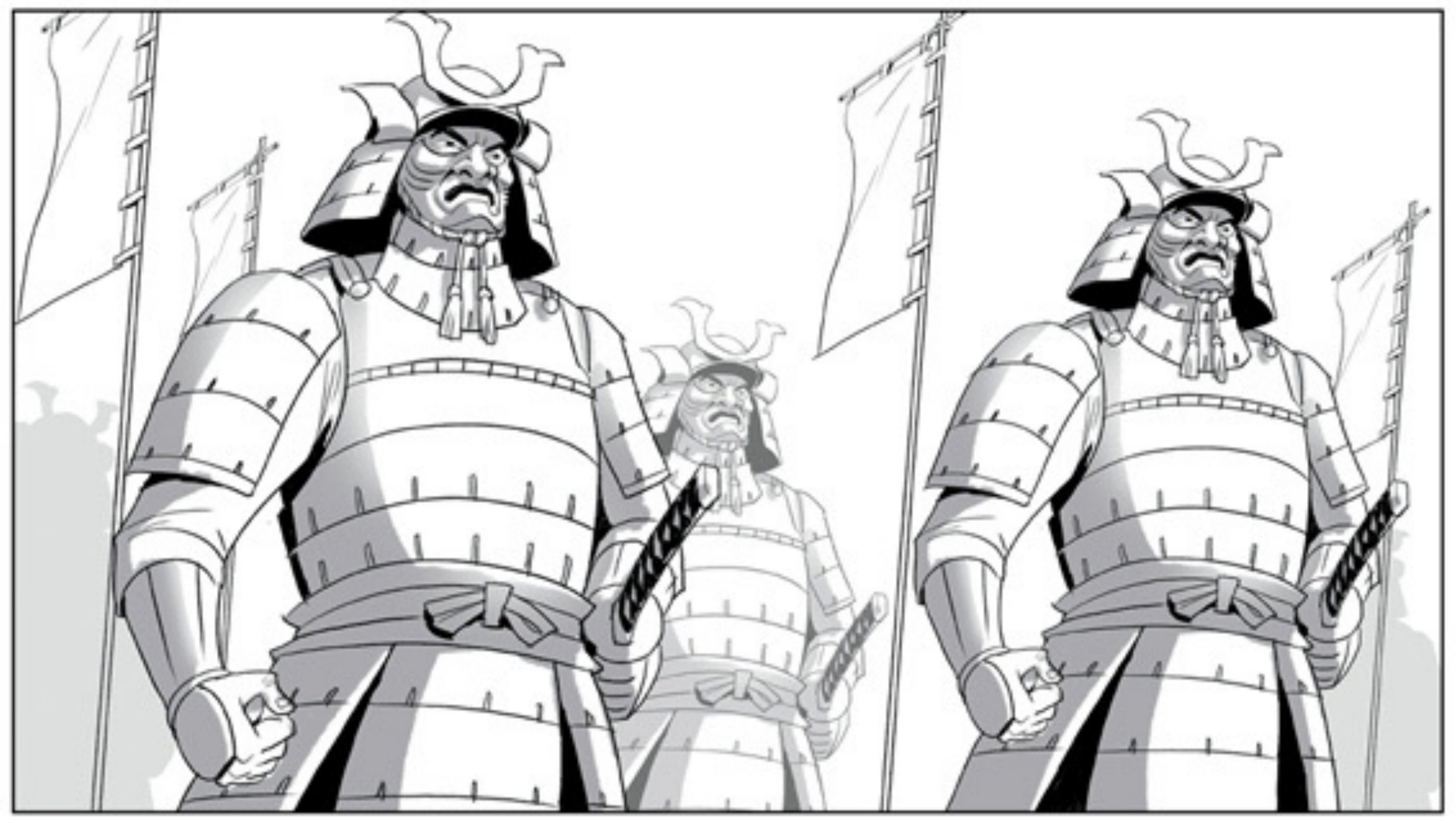
SHIMURA: “Not men. Samurai.”



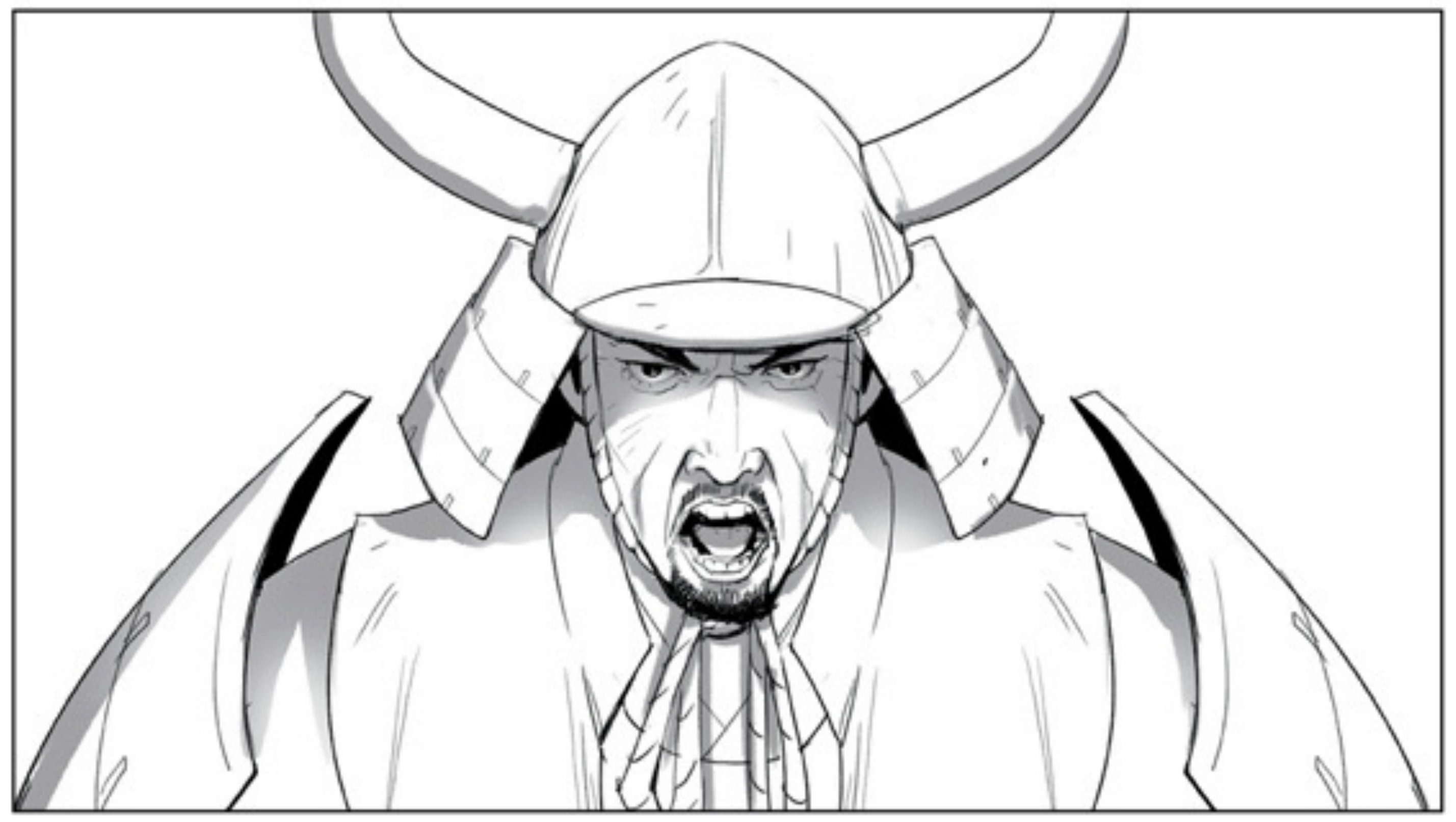
SHIMURA: “They call it a Mongol horde. But I see only a pack of wild animals.”



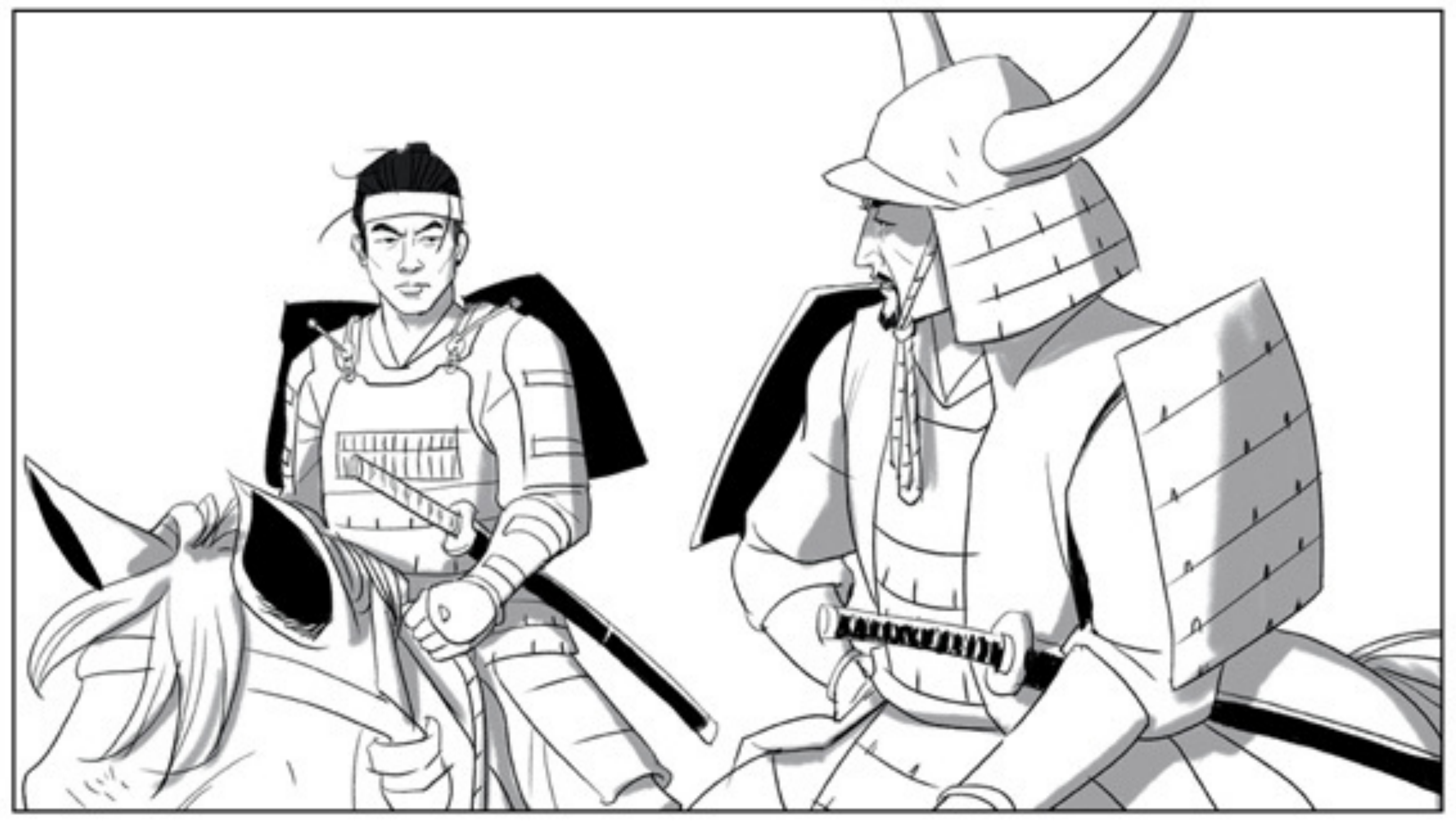
SHIMURA: “They are many, but we are warriors.”



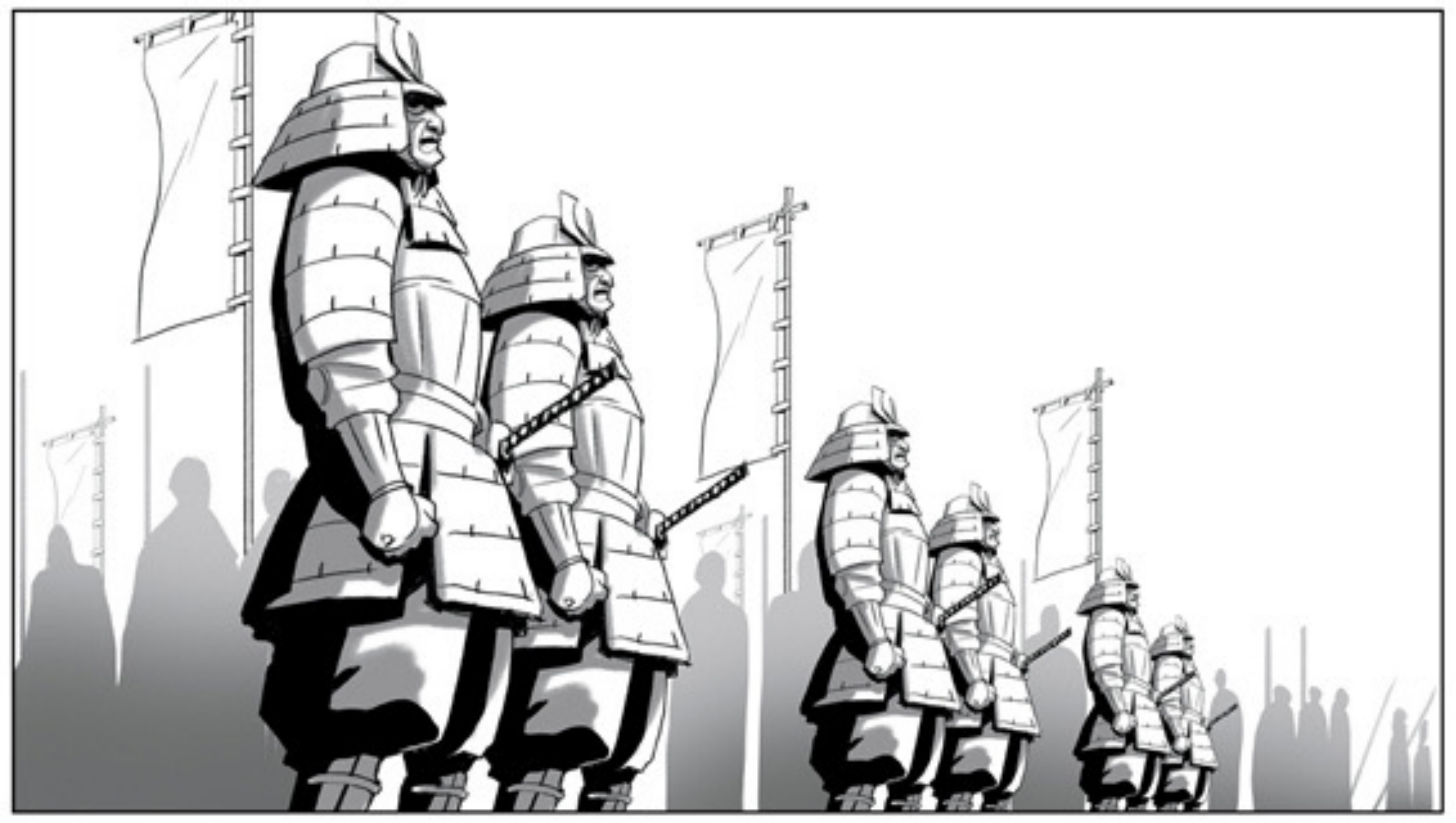
SAMURAI FORCES (in unison, loud): “Ho!”



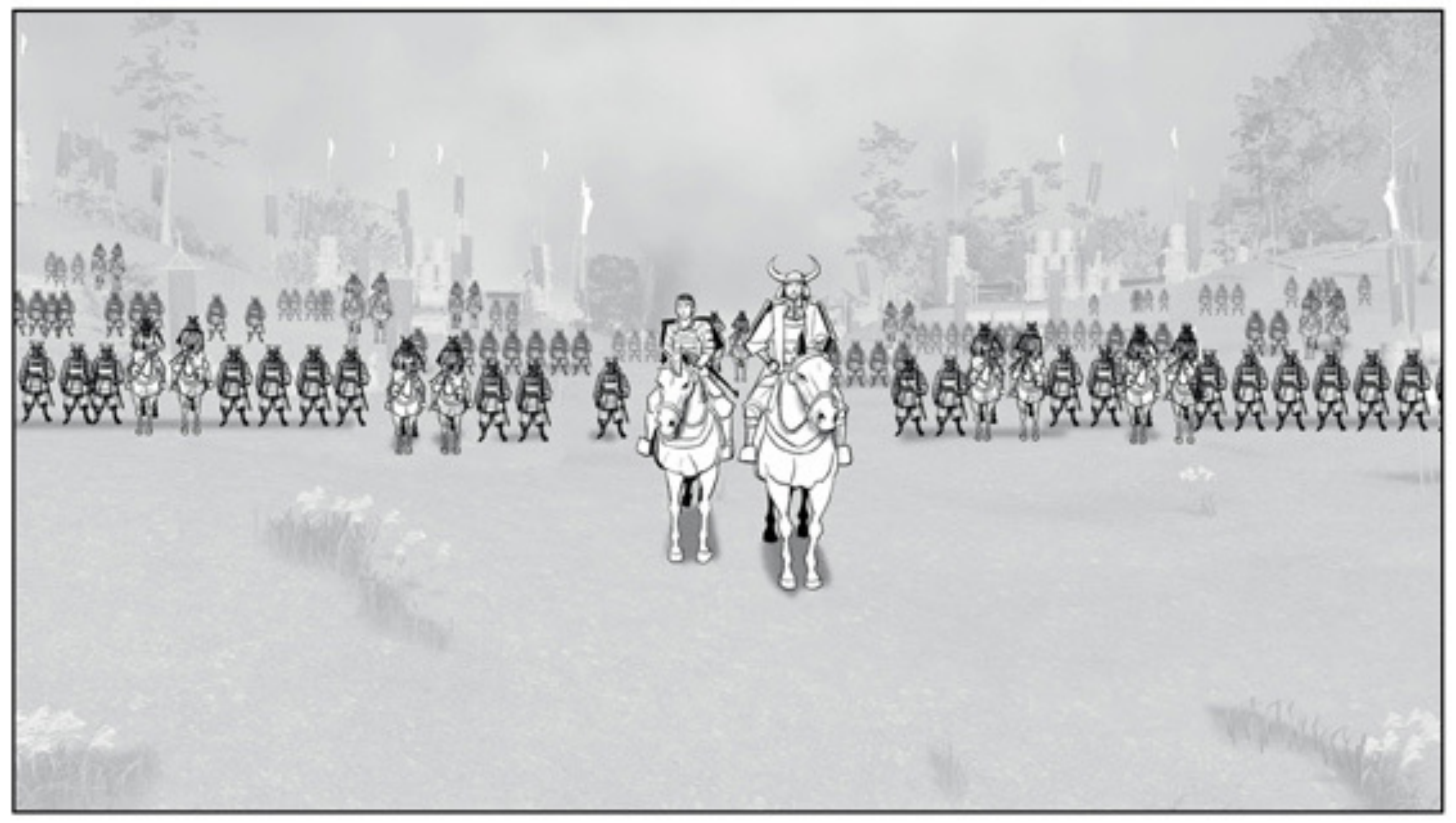
SHIMURA: “Tradition. Courage. Honor. They are what make us. But they are not why we triump.”



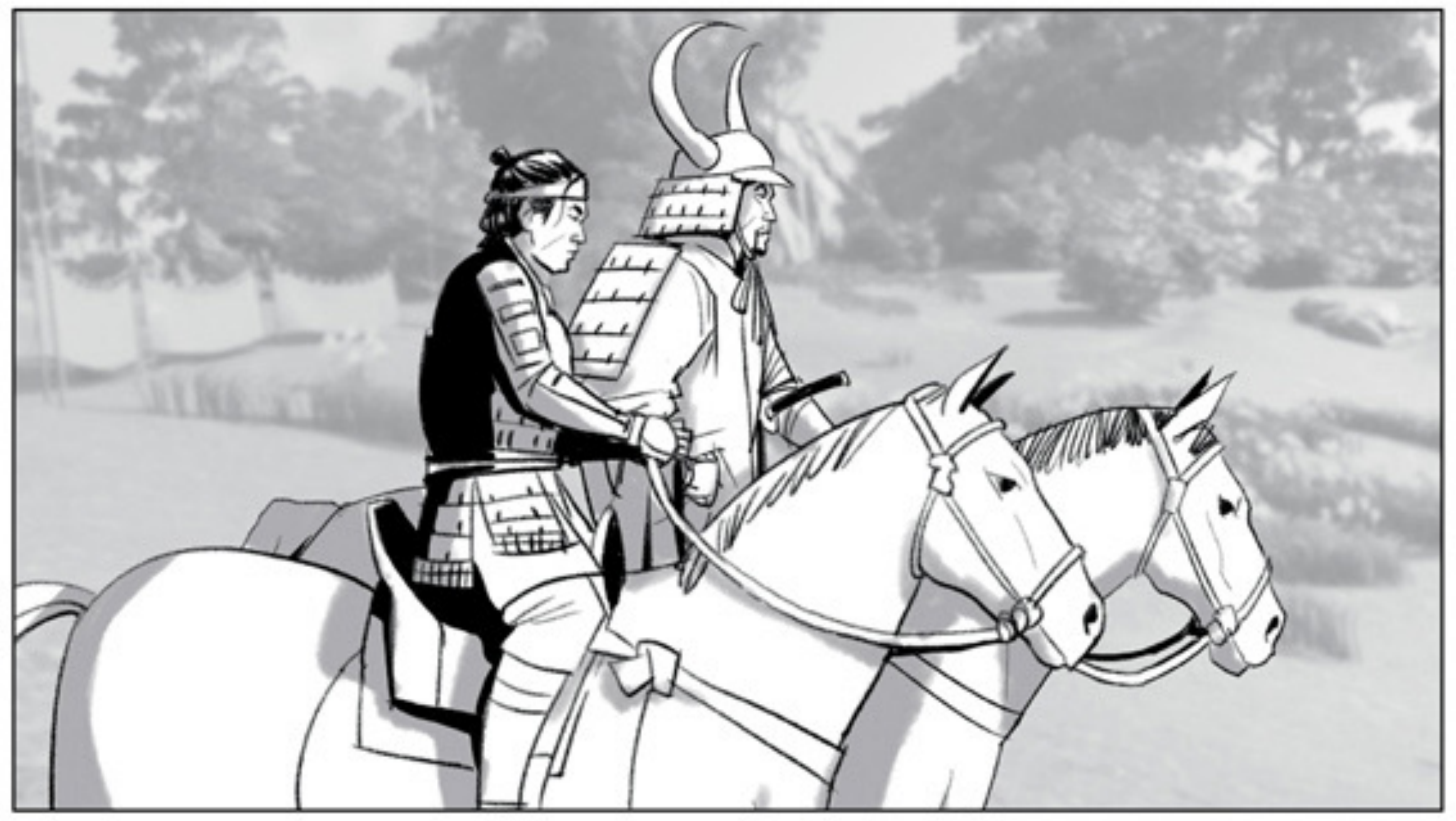
SHIMURA: “We gain strength from the spirits of those who came before.”



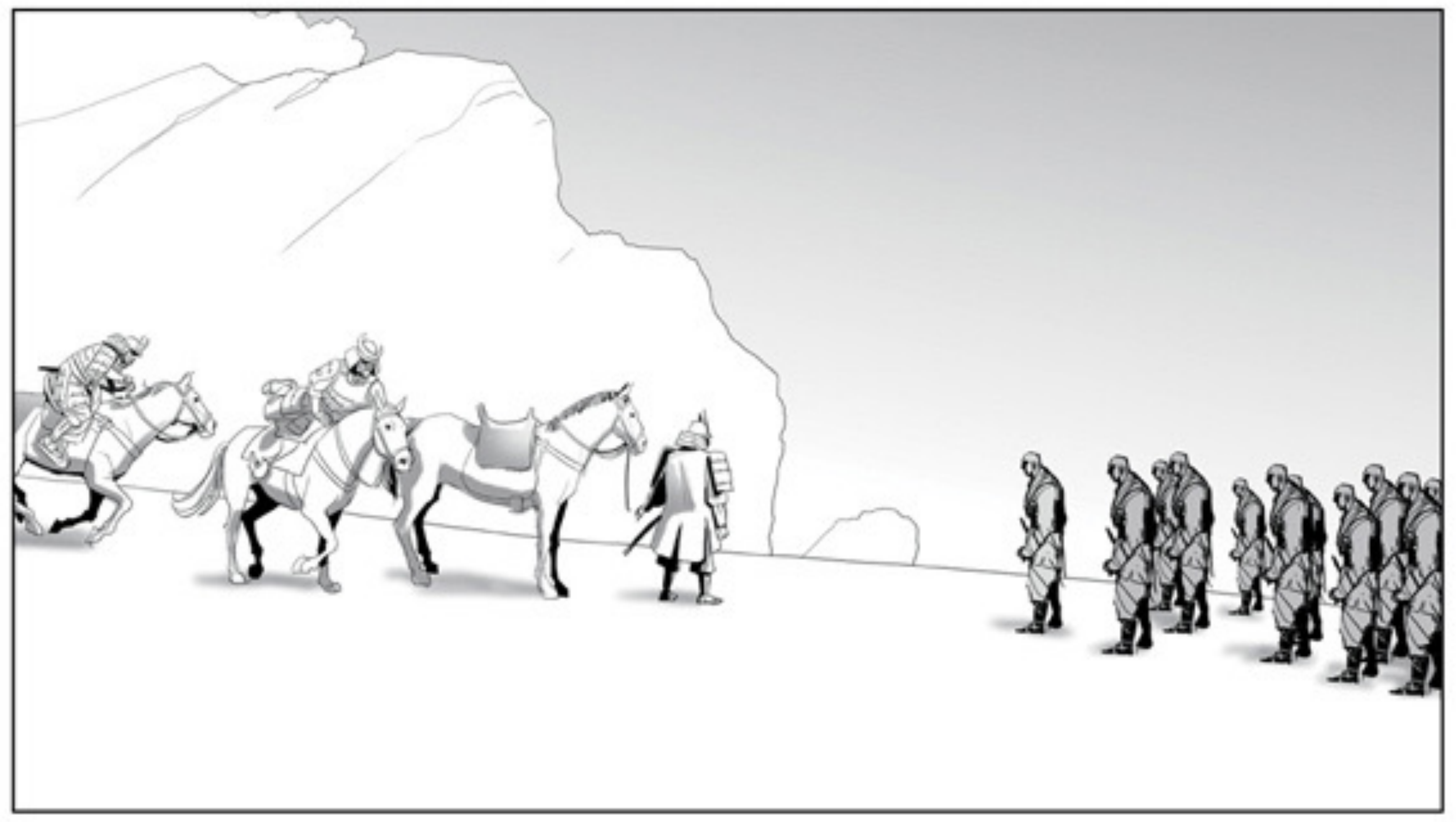
SAMURAI FORCES (in unison, loud): “Ho!”



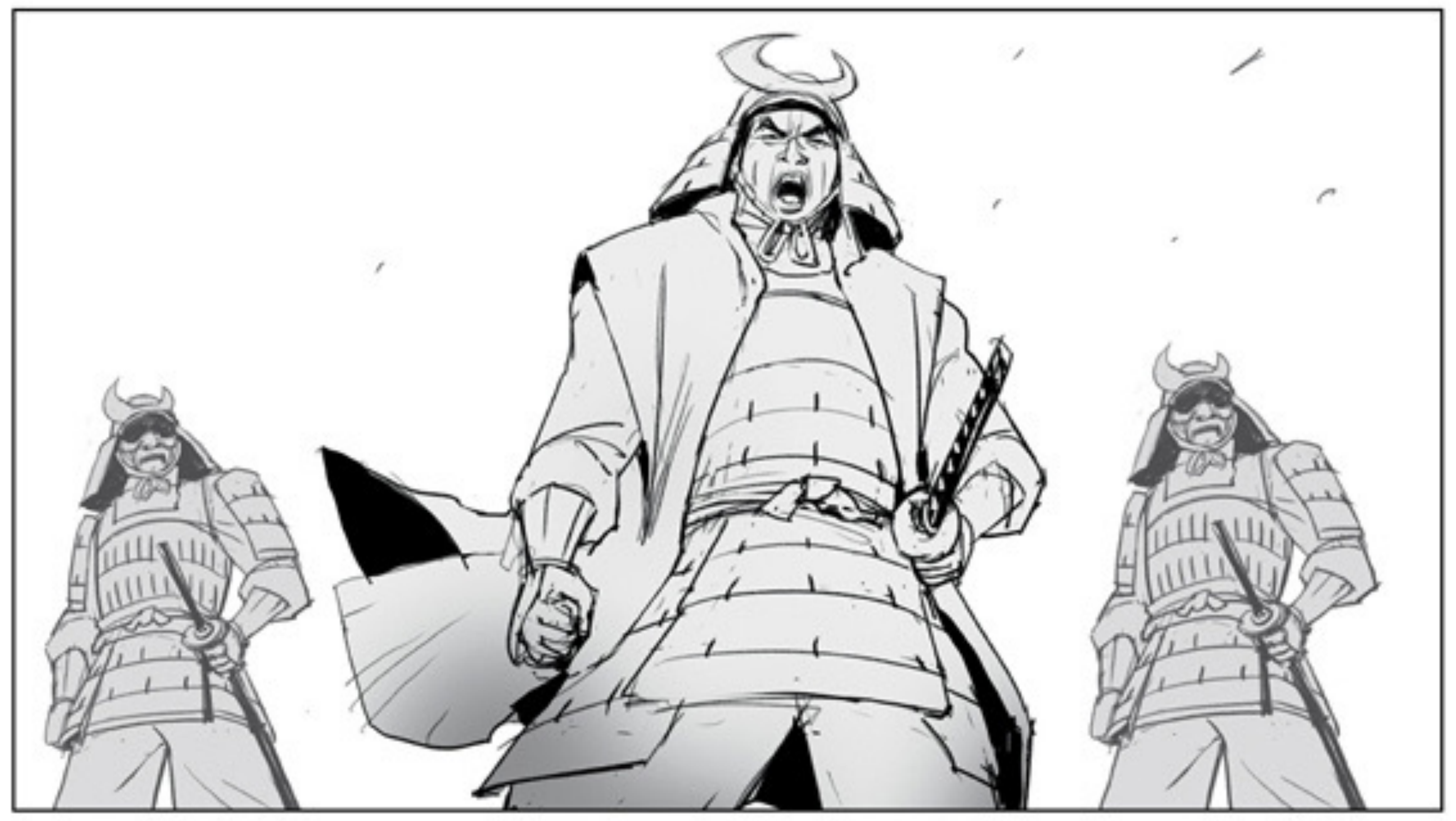
SHIMURA: “We are the warriors of Tsushima. we are samurai!”



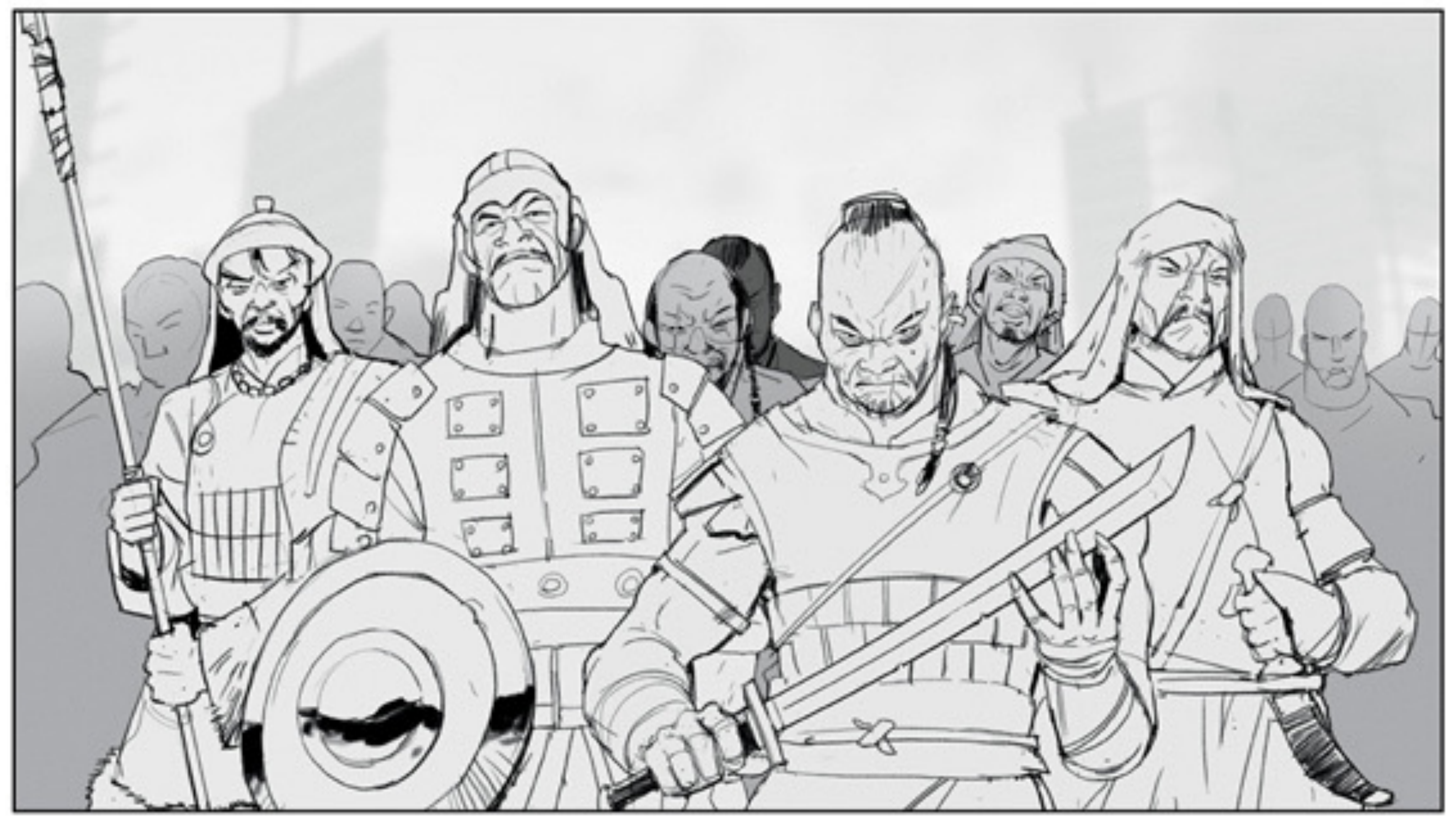
Shimura looks to the beach as A WAR HORN sounds from the Mongol army . . .

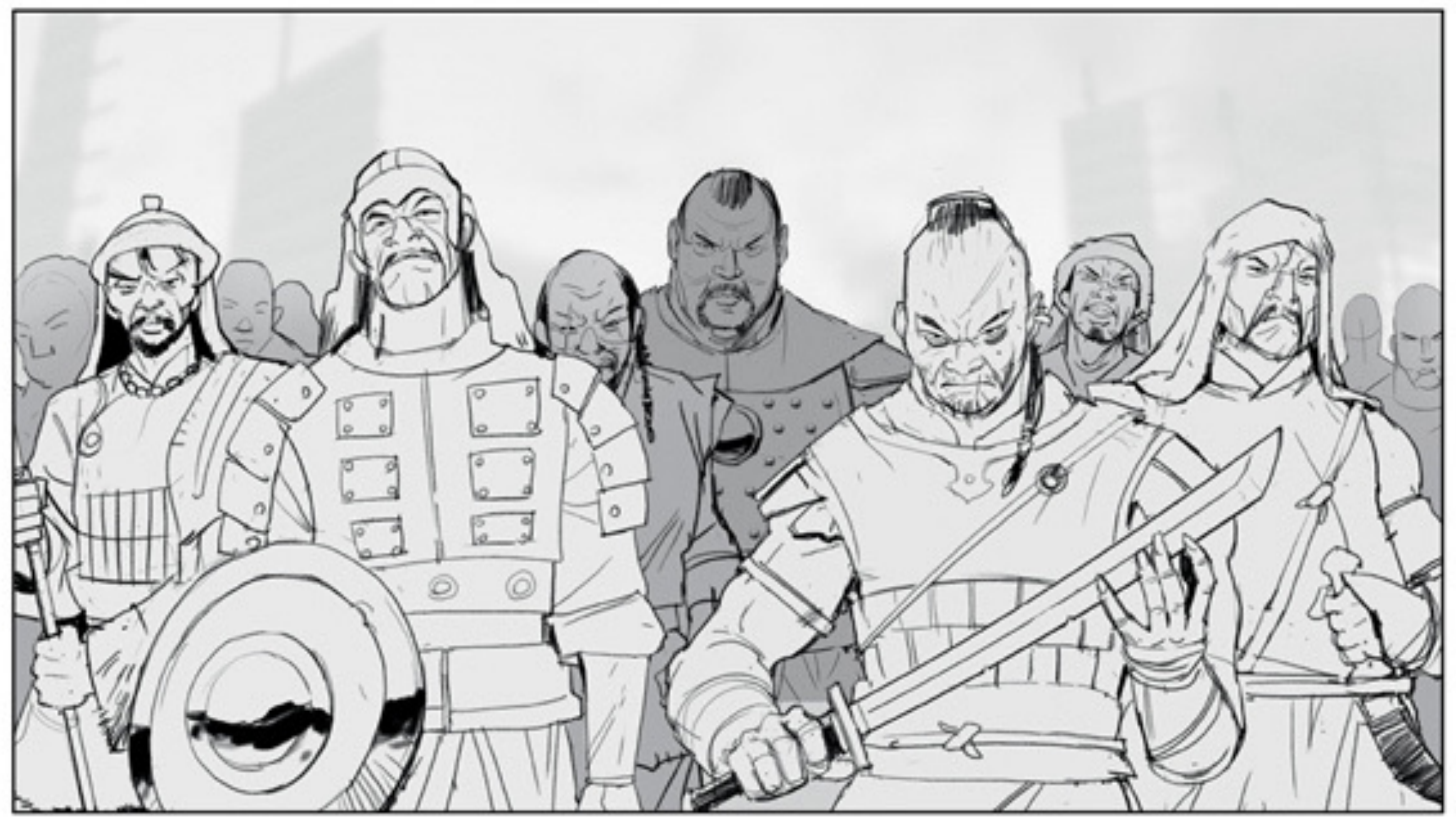


Lord Adachi and HIS TWO SAMURAI SONS dismount and approach the wall of Mongols.

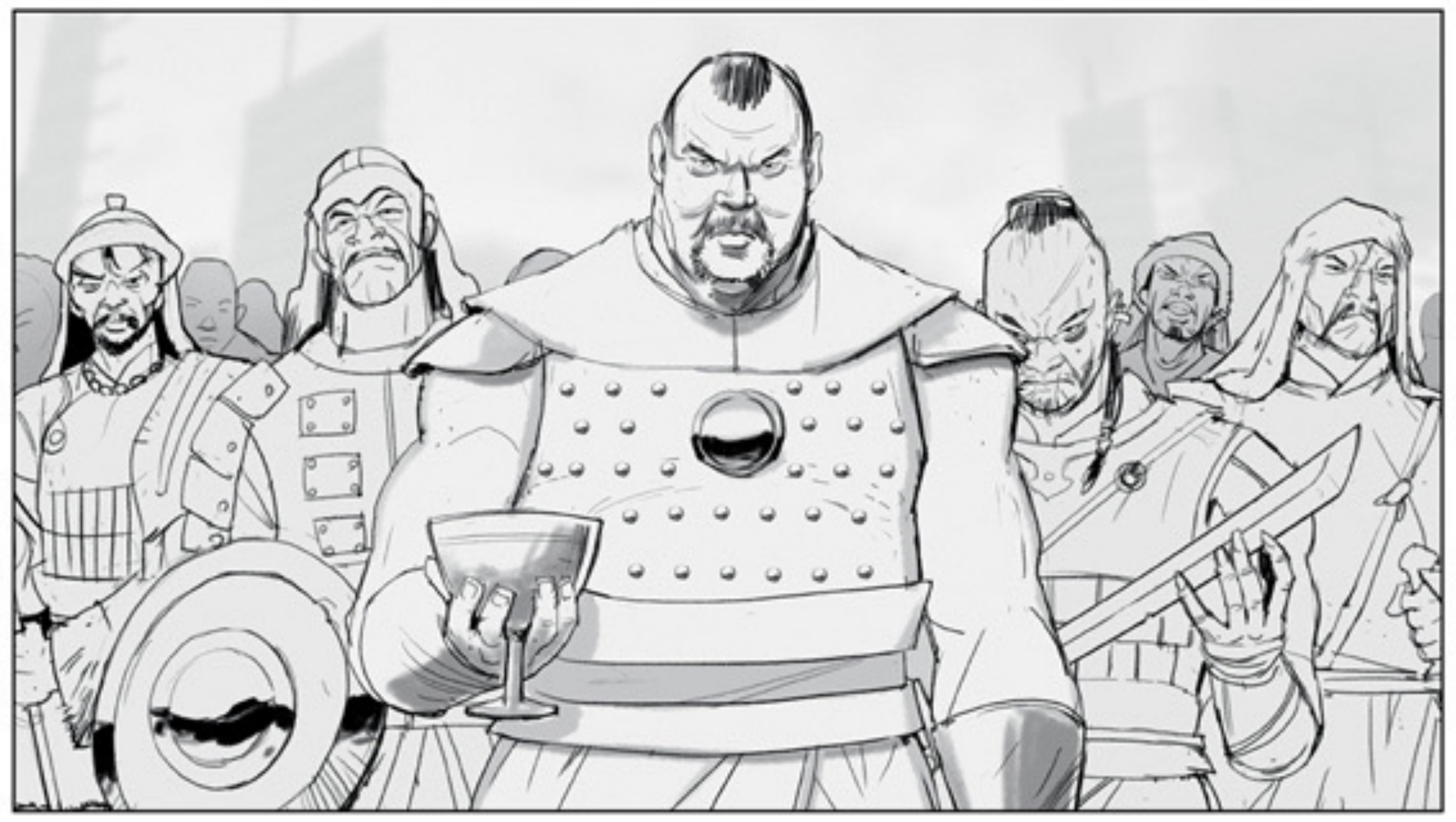


ADACHI: “Outsiders! I summon your best warrior! Send him to face me!”

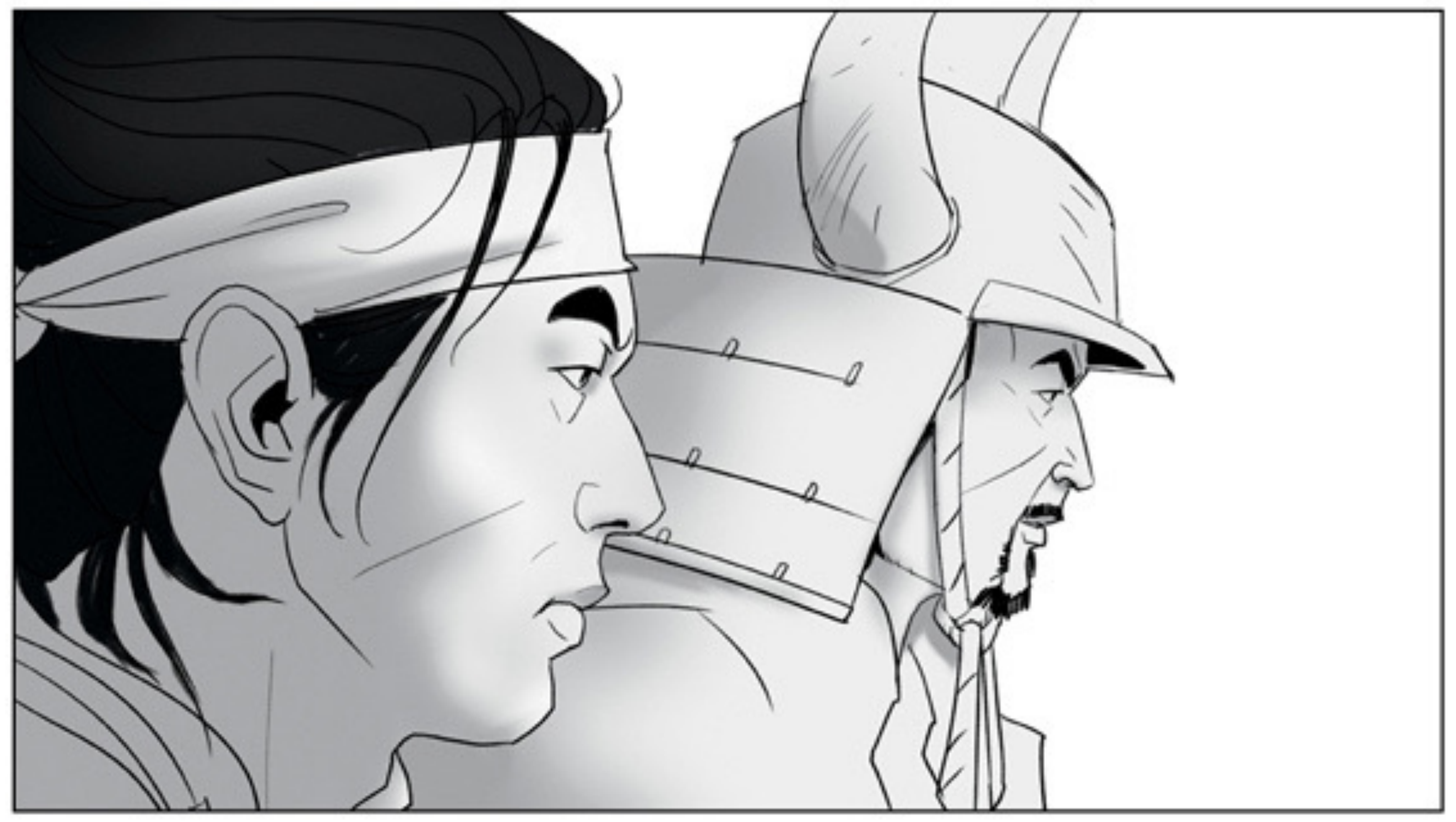




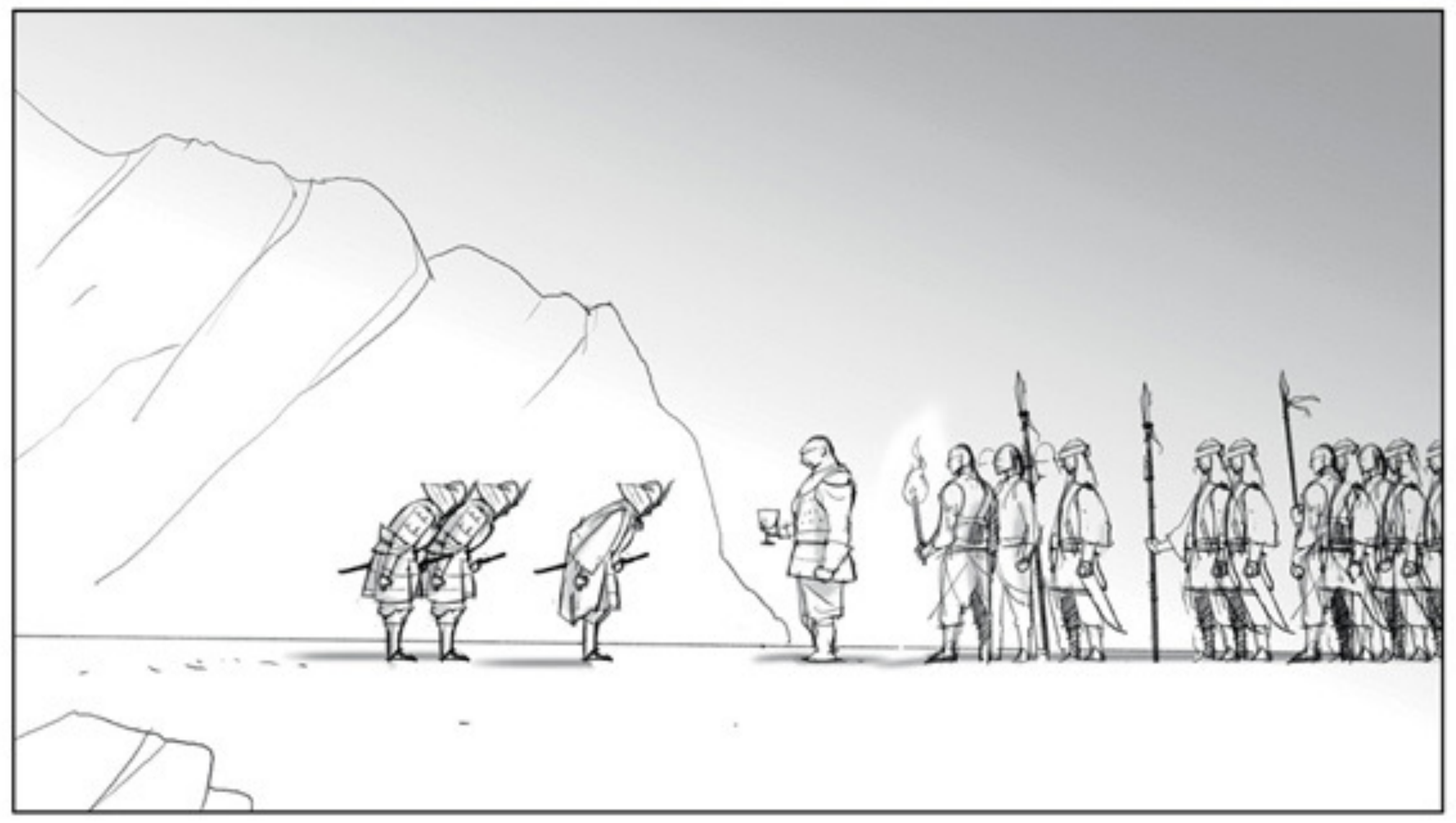
The Mongols part like a curtain of steel.



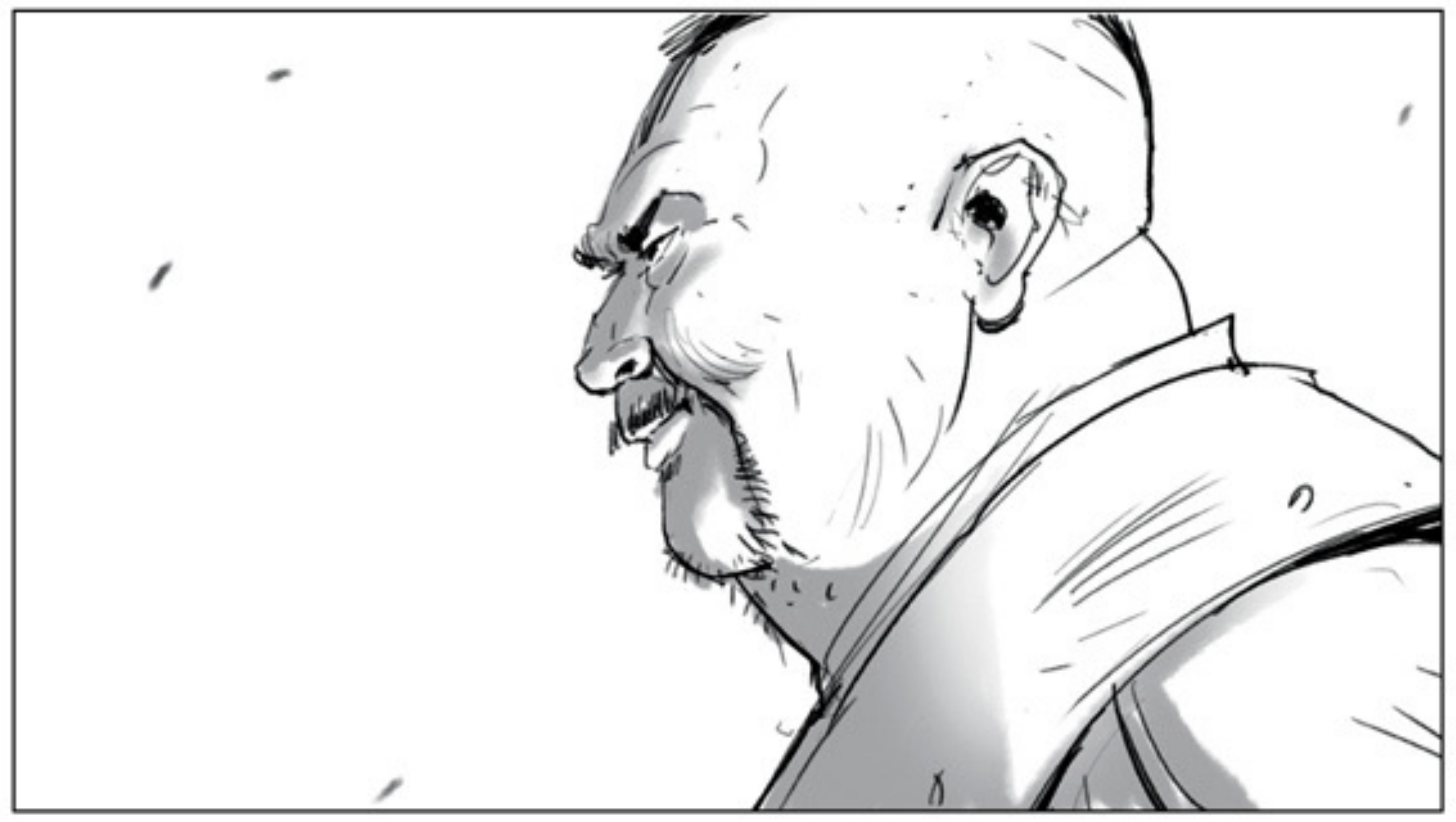
A towering, shadowy figure emerges from their midst.



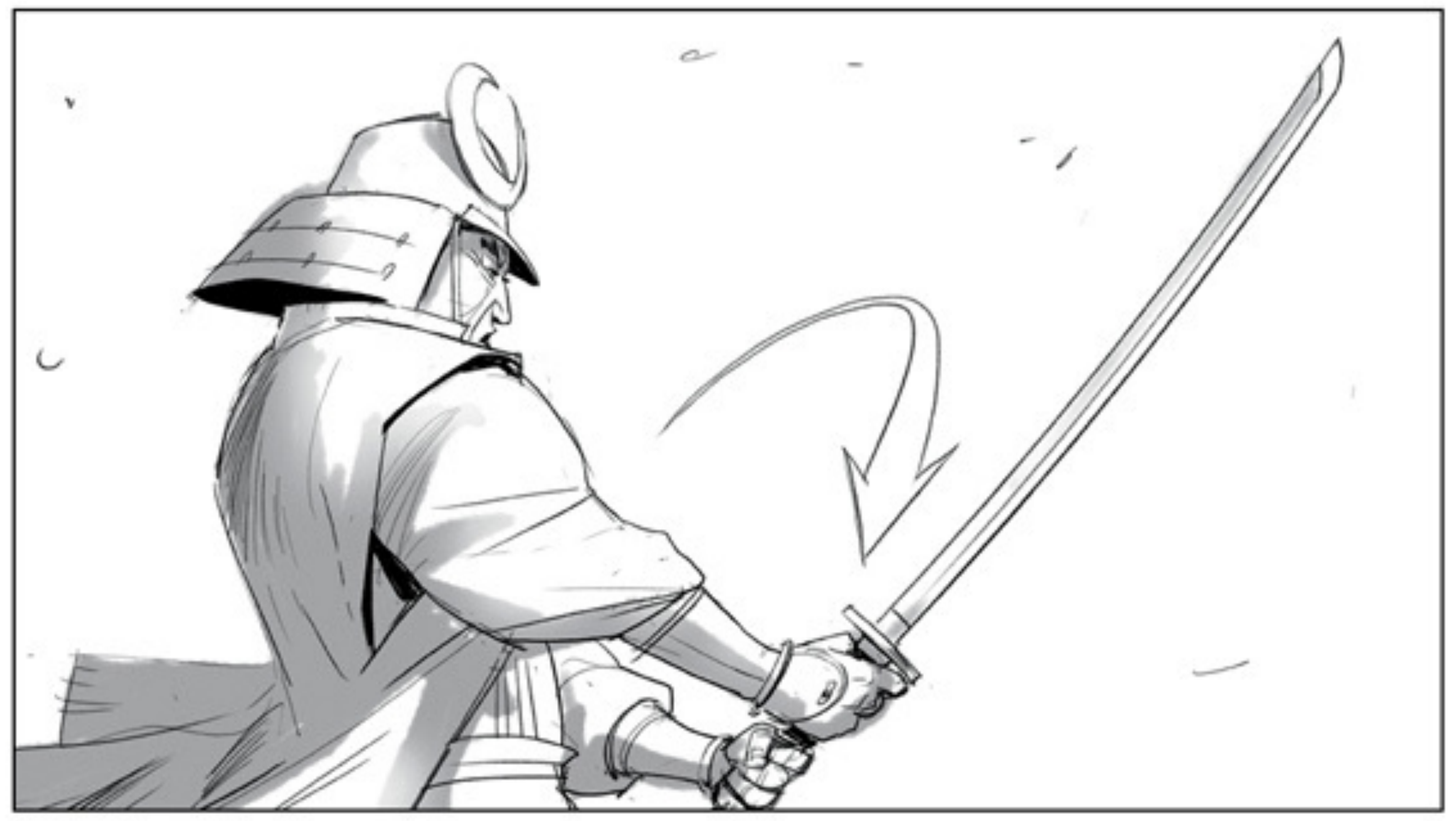
SHIMURA (low, to Jin): “Their leader.”



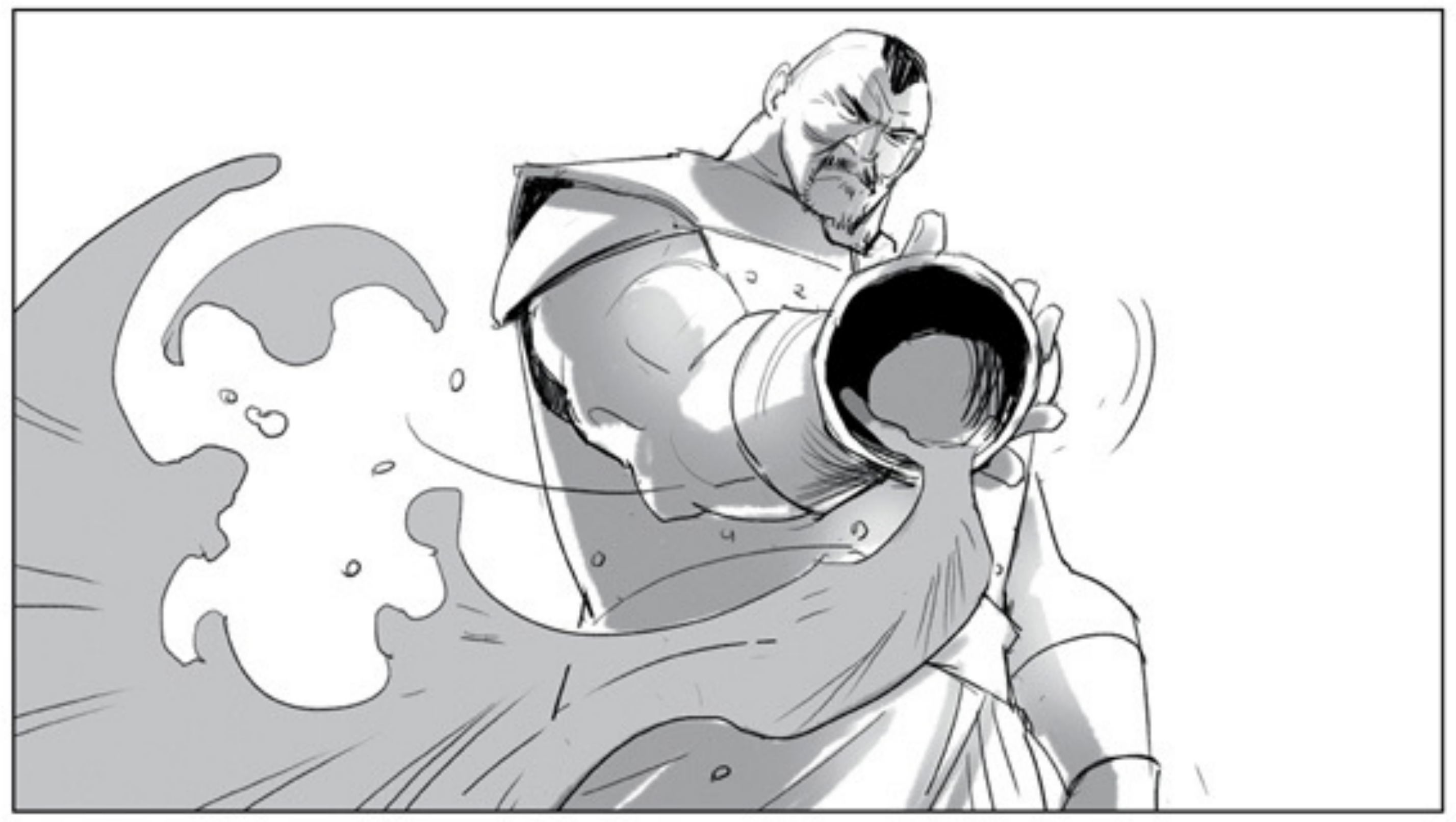
Lord Adachi bows.
ADACHI (Proud, formal): “I am Adachi. Son of Harunobu Adachi. Descendant of the legendary Yoshinobu Adachi.”



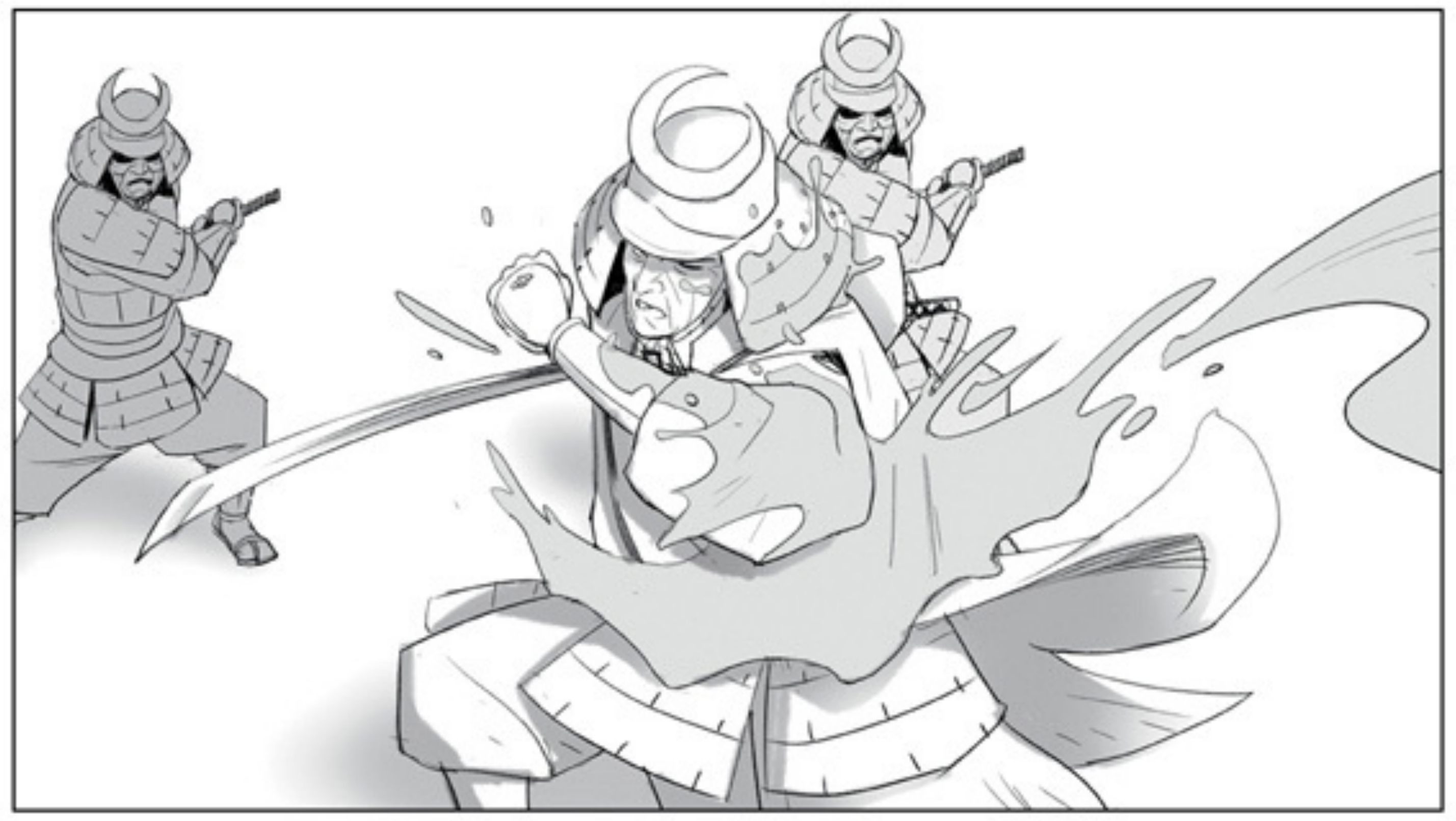
The Mongol leader smiles at Adachi in amusement.
ADACHI: “The warriors are my sons.”



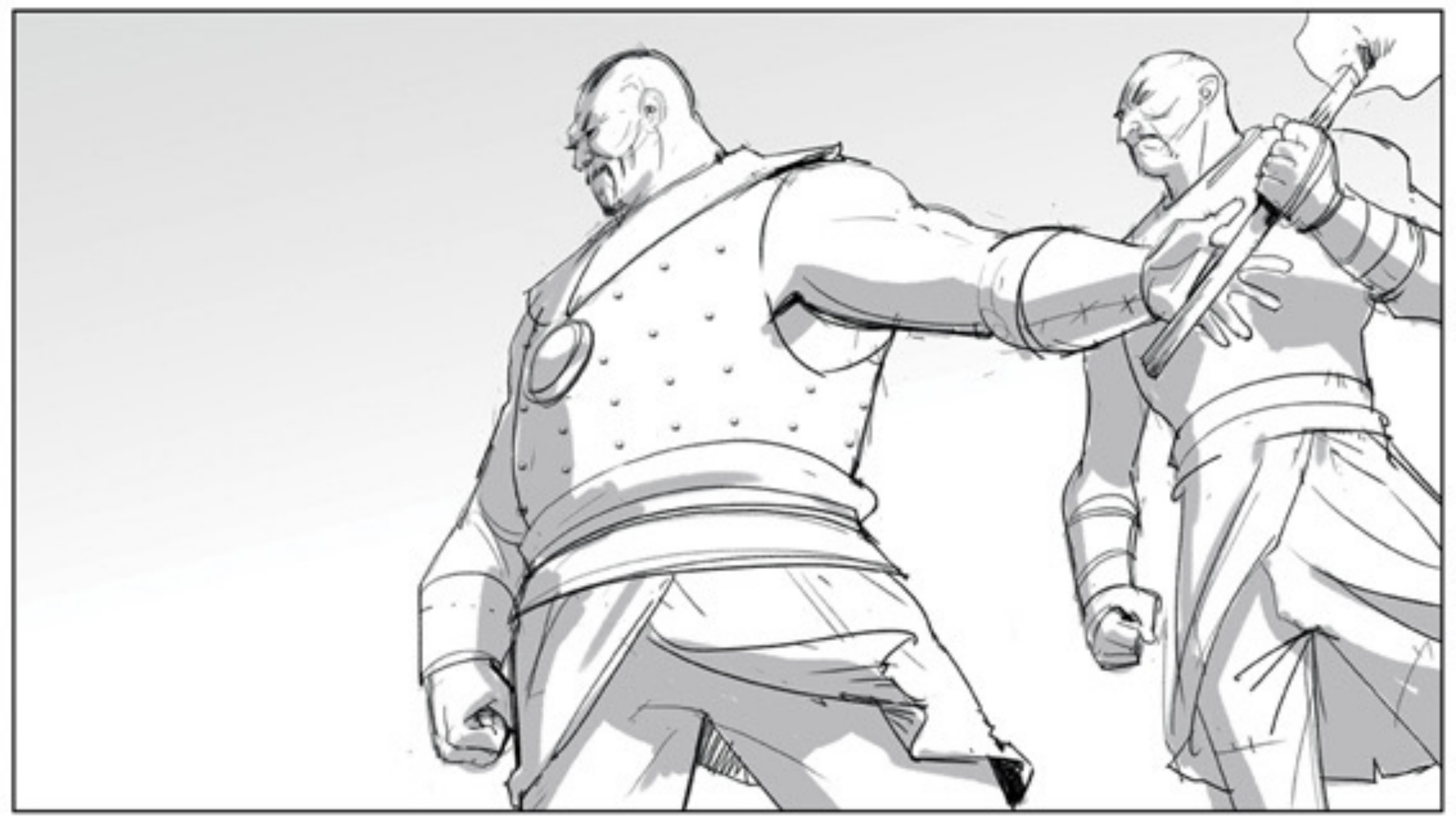
ADACHI (CONT’D)(Proud, formal): “I demand you duel me with hon—”



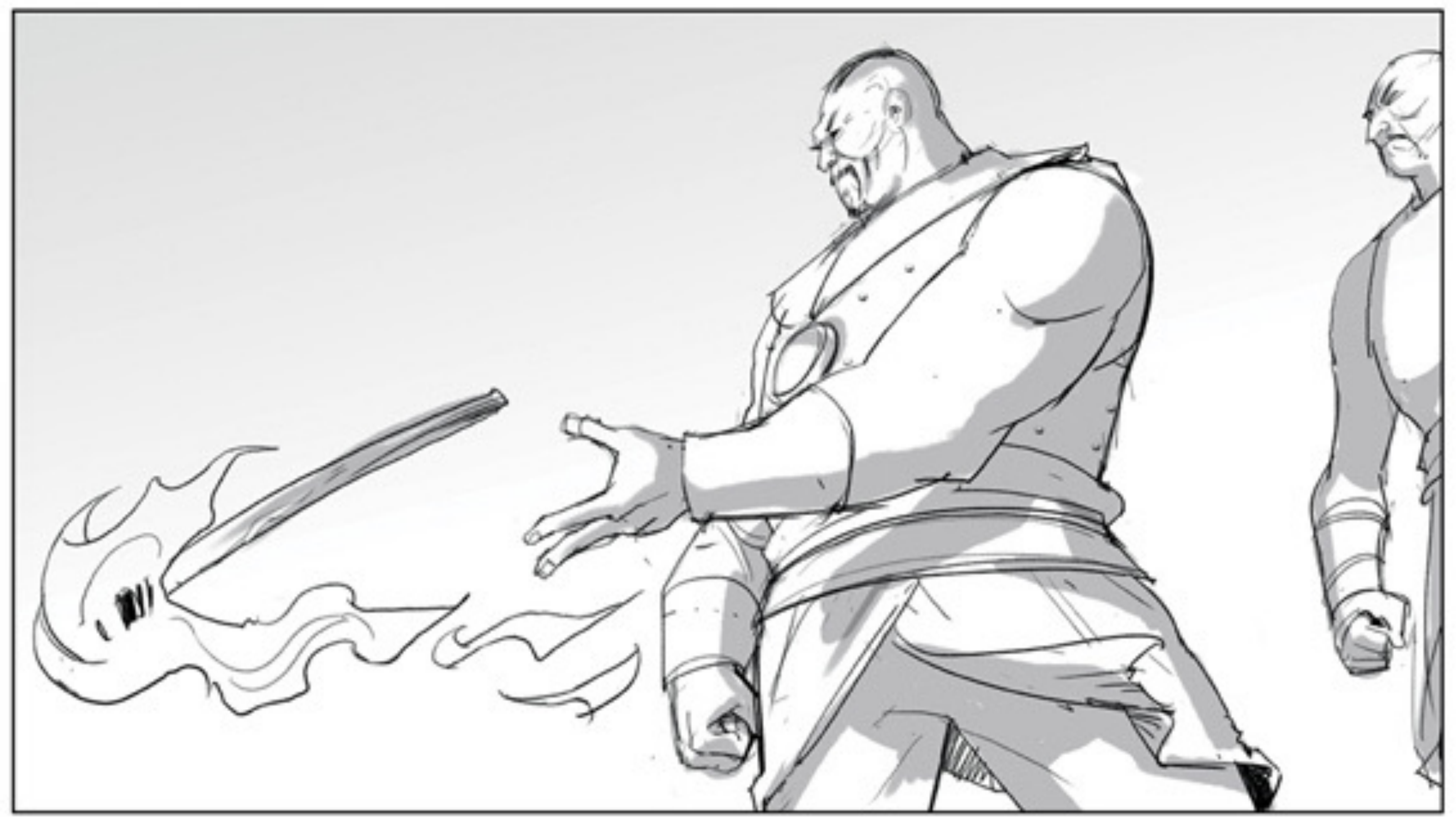
Khotun Kahn flings the liquid from his drinking goblet . . .



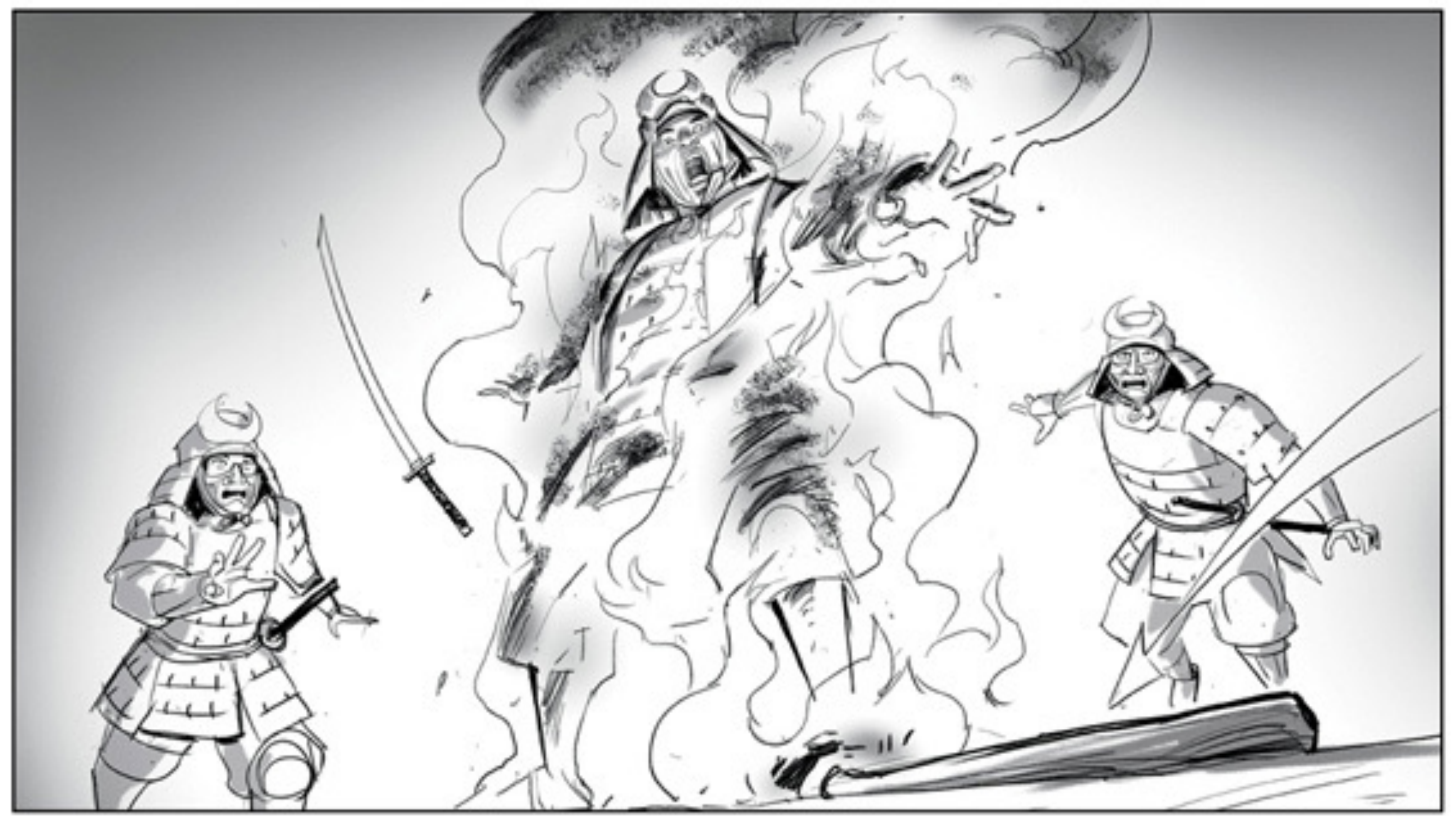
. . . onto the stunned Adachi, cutting him off mid-sentence.



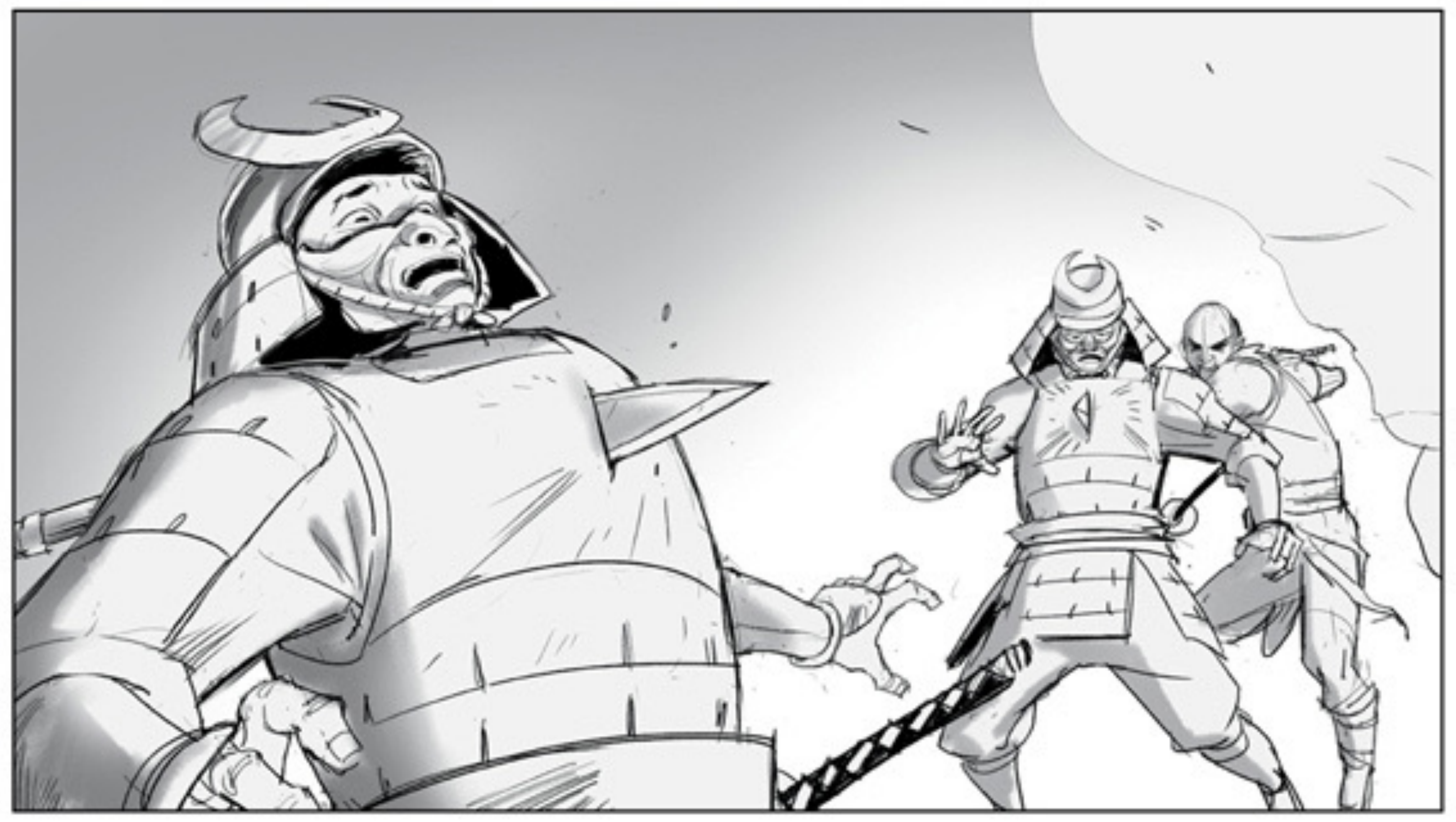
The Khan casually takes the flaming torch from the soldier next to him.



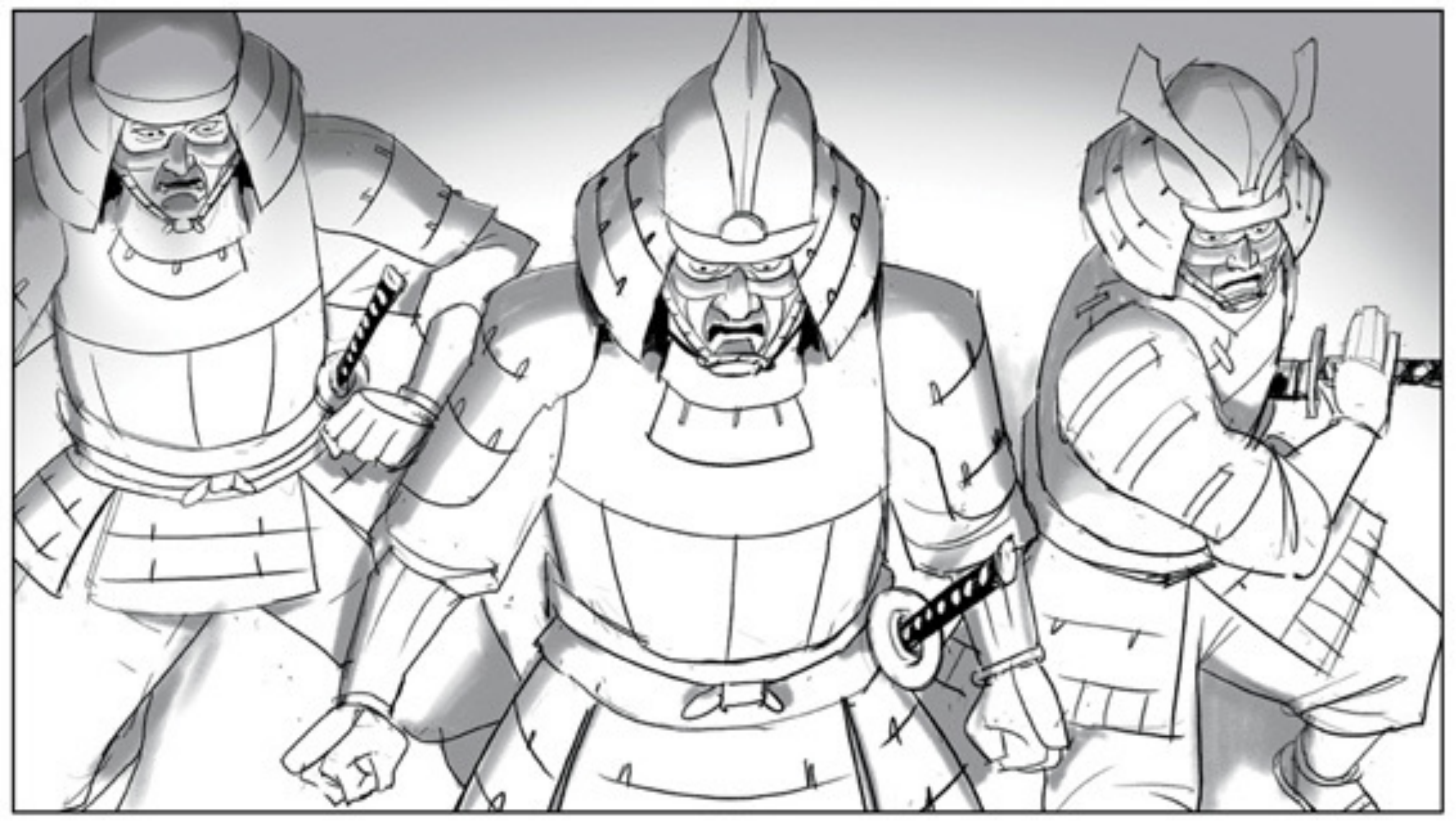
He tosses it at Adachi's feet.



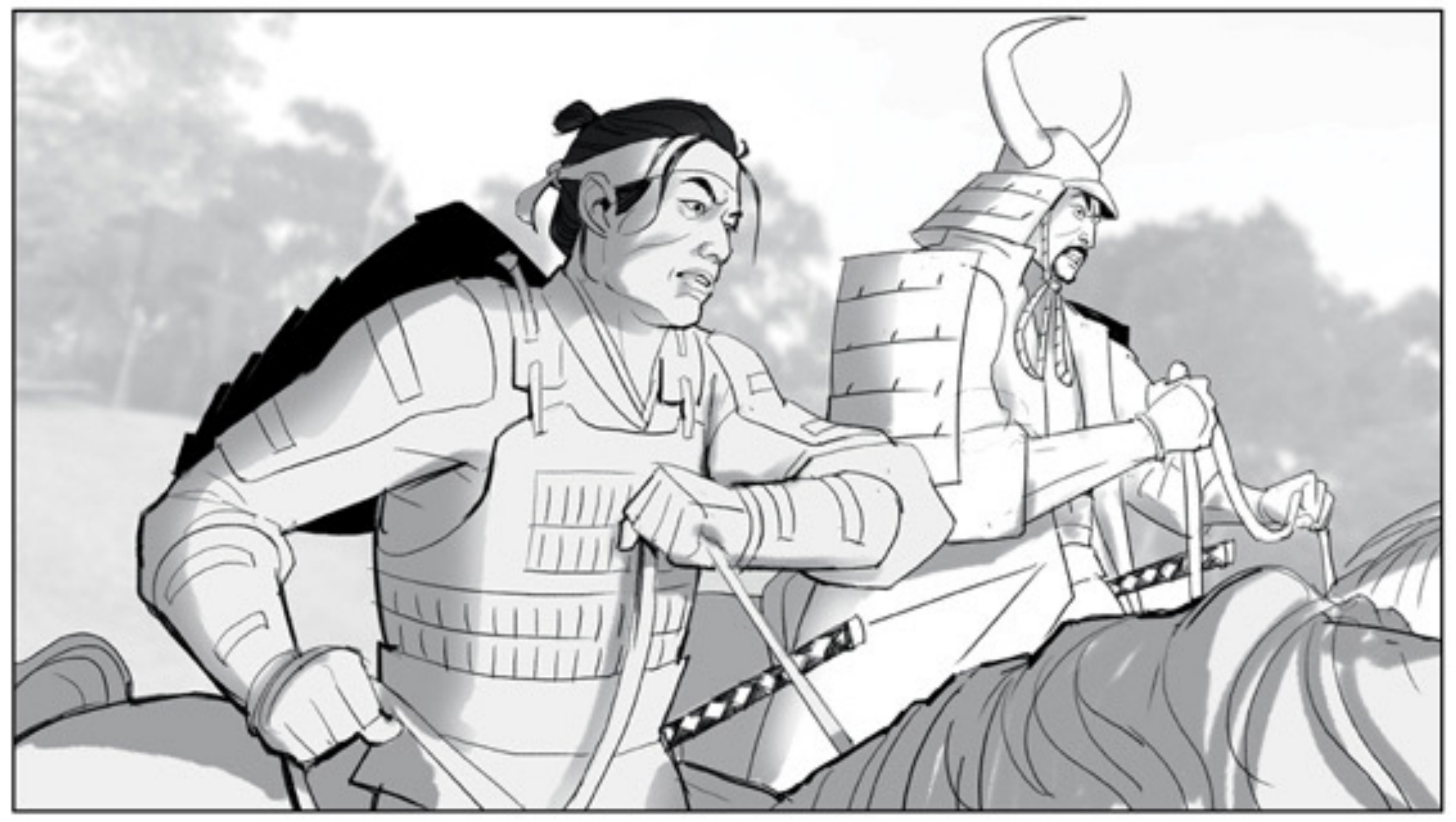
Adachi IGNITES! FLAMES engulf Adachi's body. He HOWLS in agony.



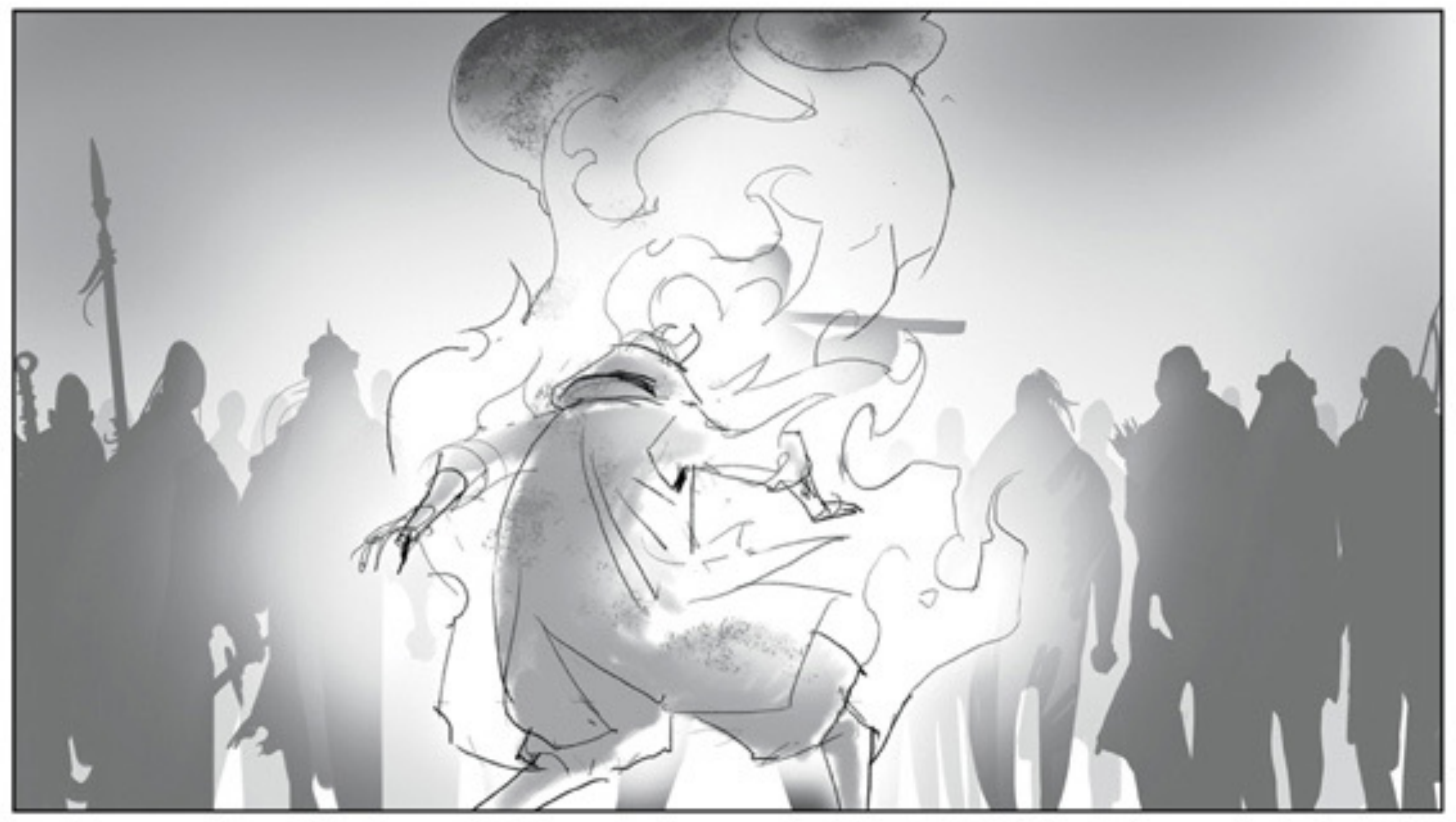
His stunned sons react in horror as MONGOL SPEARS PIERCE THEM FROM BEHIND! Bloodly blades protrude from their chests.



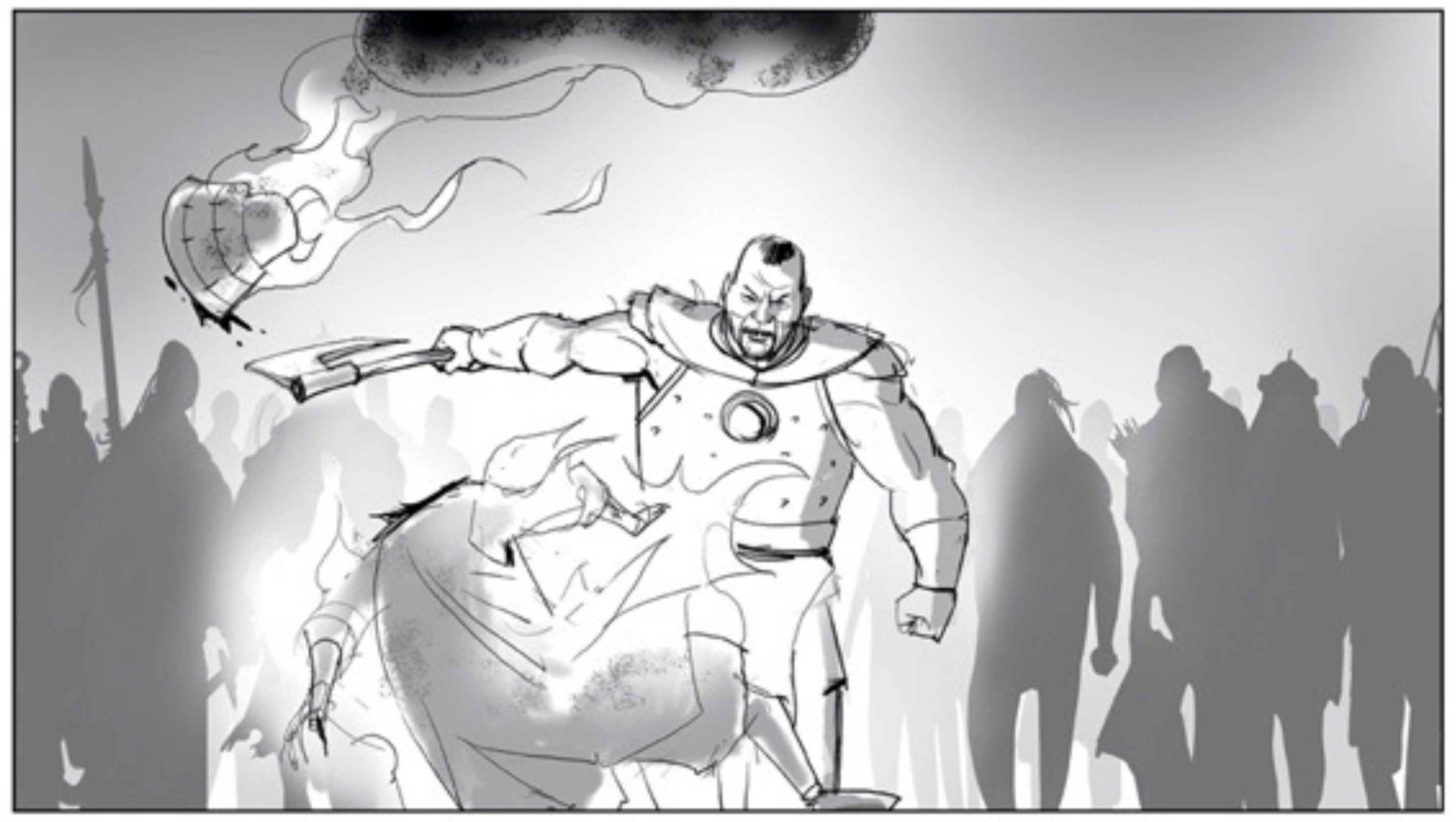
Samurai GASP in terrior and alarm.



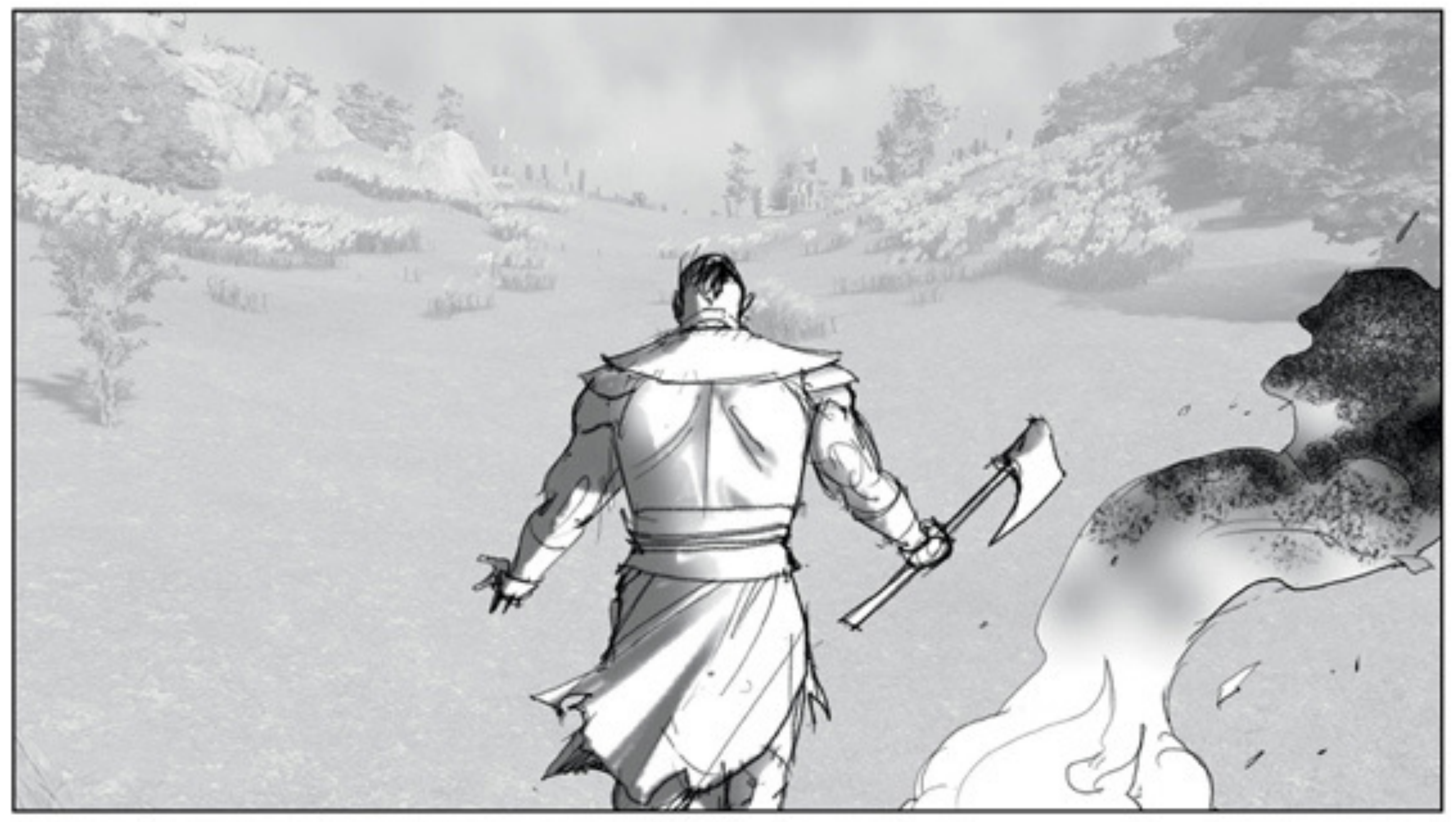
Jin and Shimura seethe at the Khan's treachery.



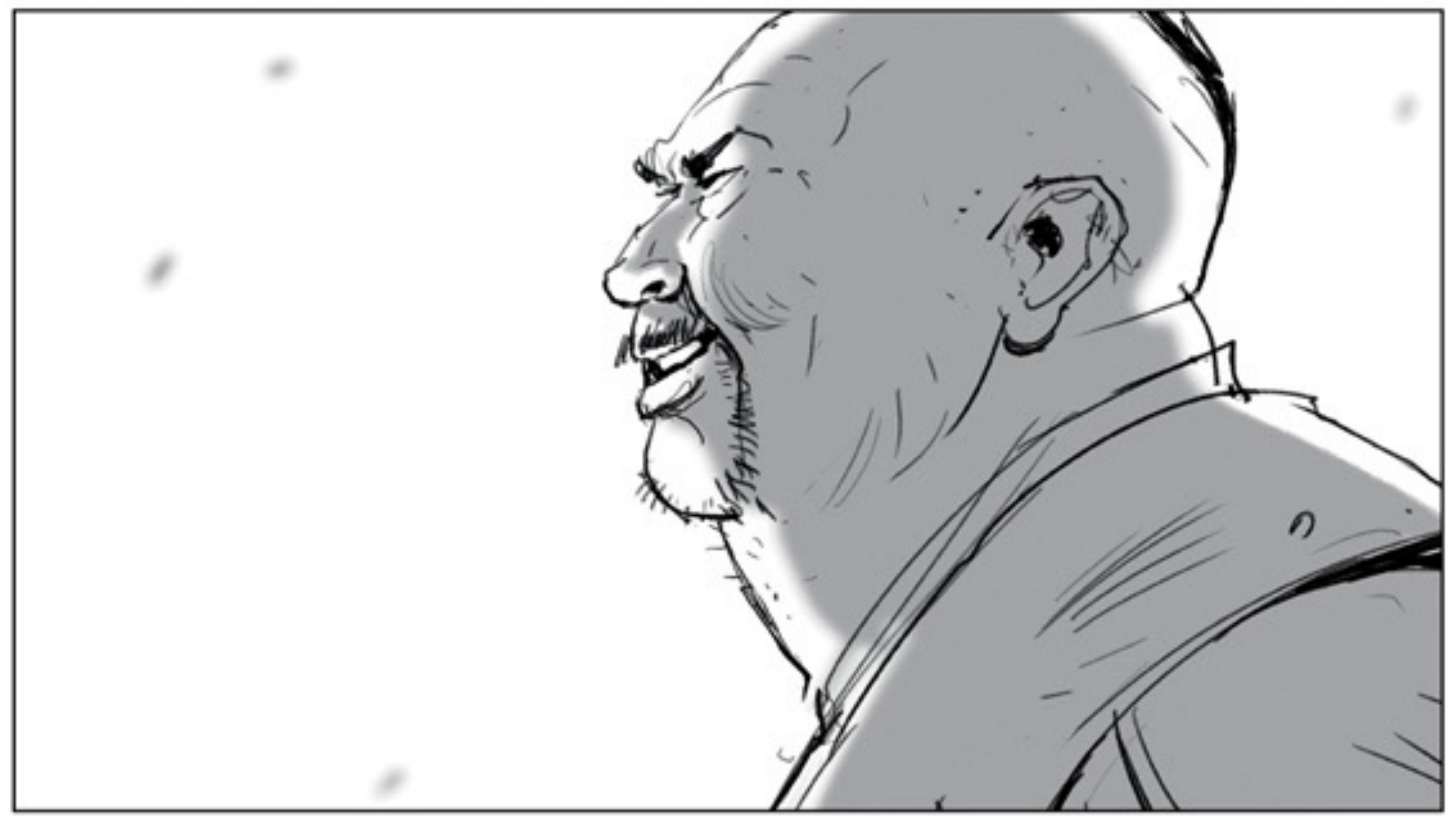
Adachi engulfed in flame, still moving around . . .



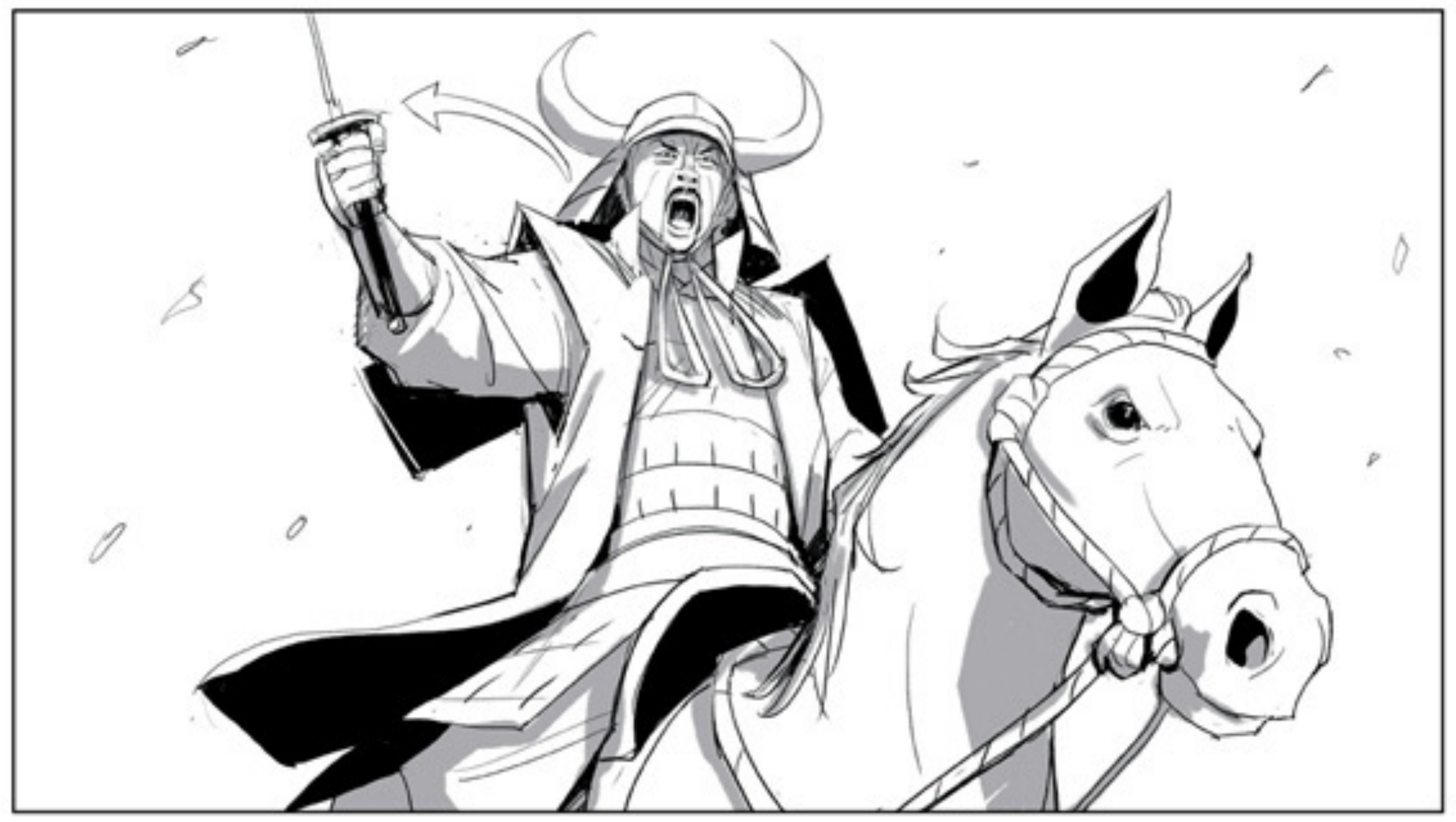
Khan CLEAVES OFF ADACHI'S HEAD with an axe and knocks Adachi out of his way.



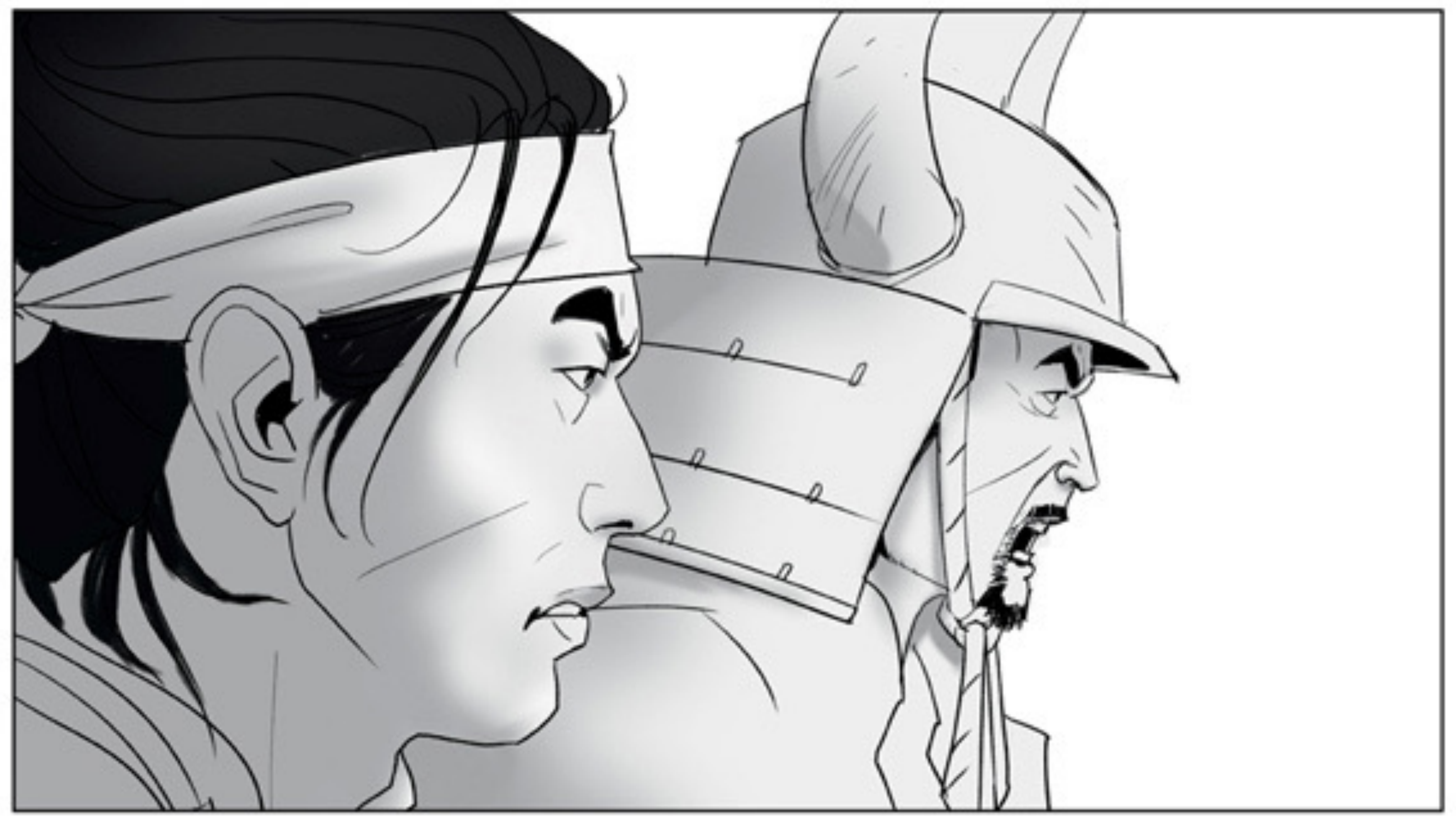
Lit by Adachi's body, Kahn looks up at the samurai . . . ready to take them all on!



KHOTUN (battle cry): “DO YOU SURRENDER, SAMURAI?”

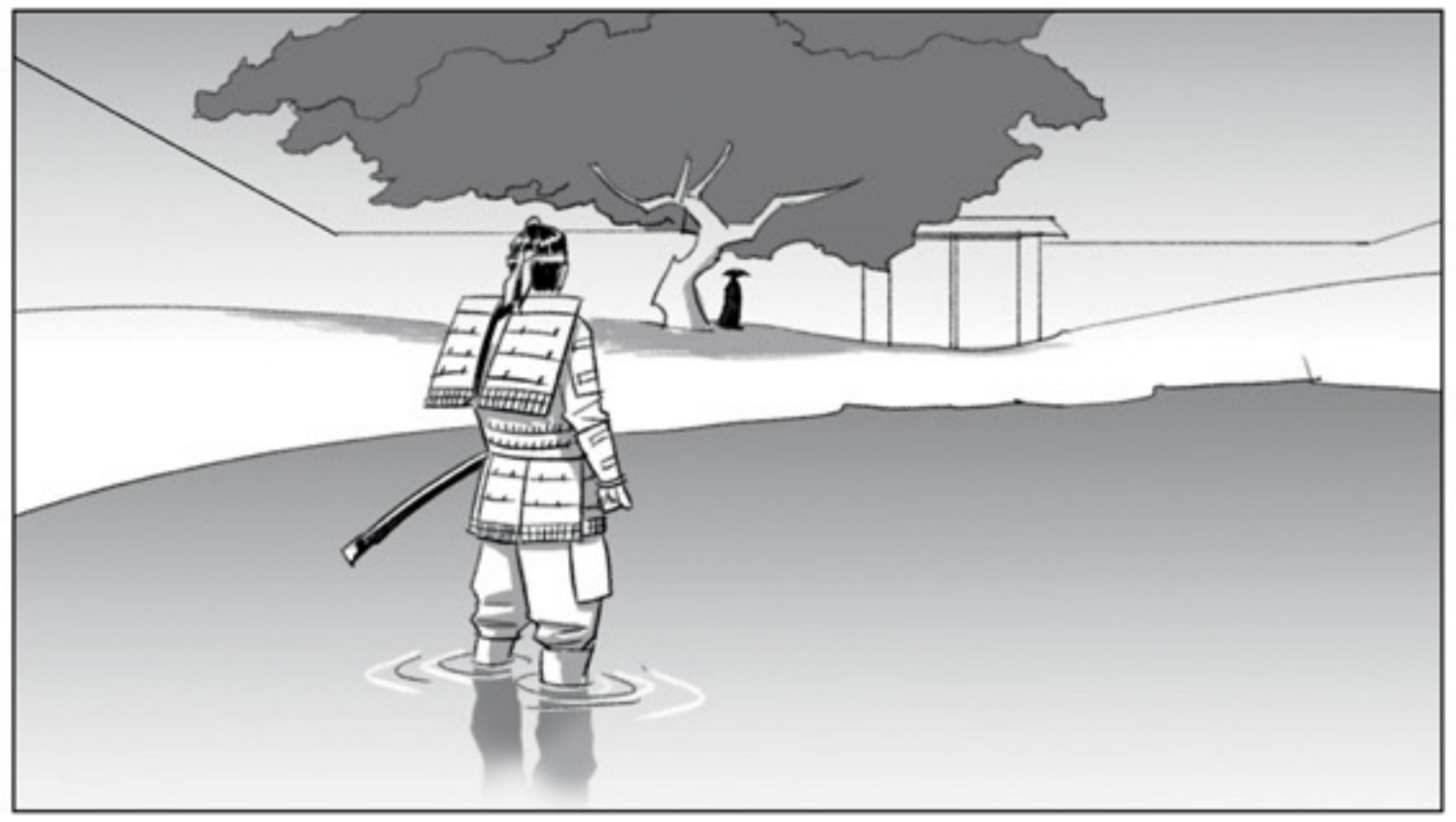


Shimura draws his sword.
SHIMURA: “Cowards deserve no mercy! No mercy!”

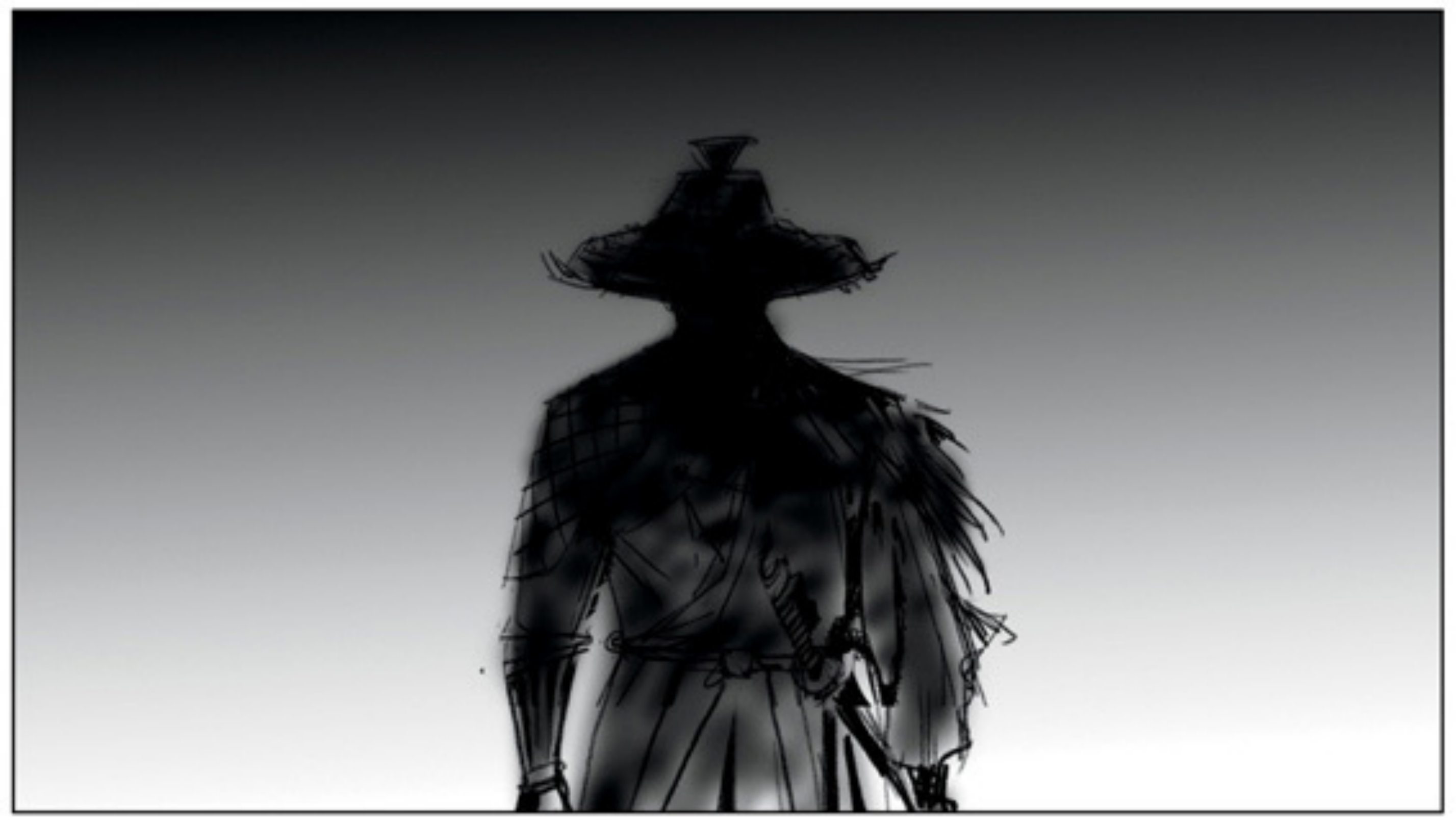


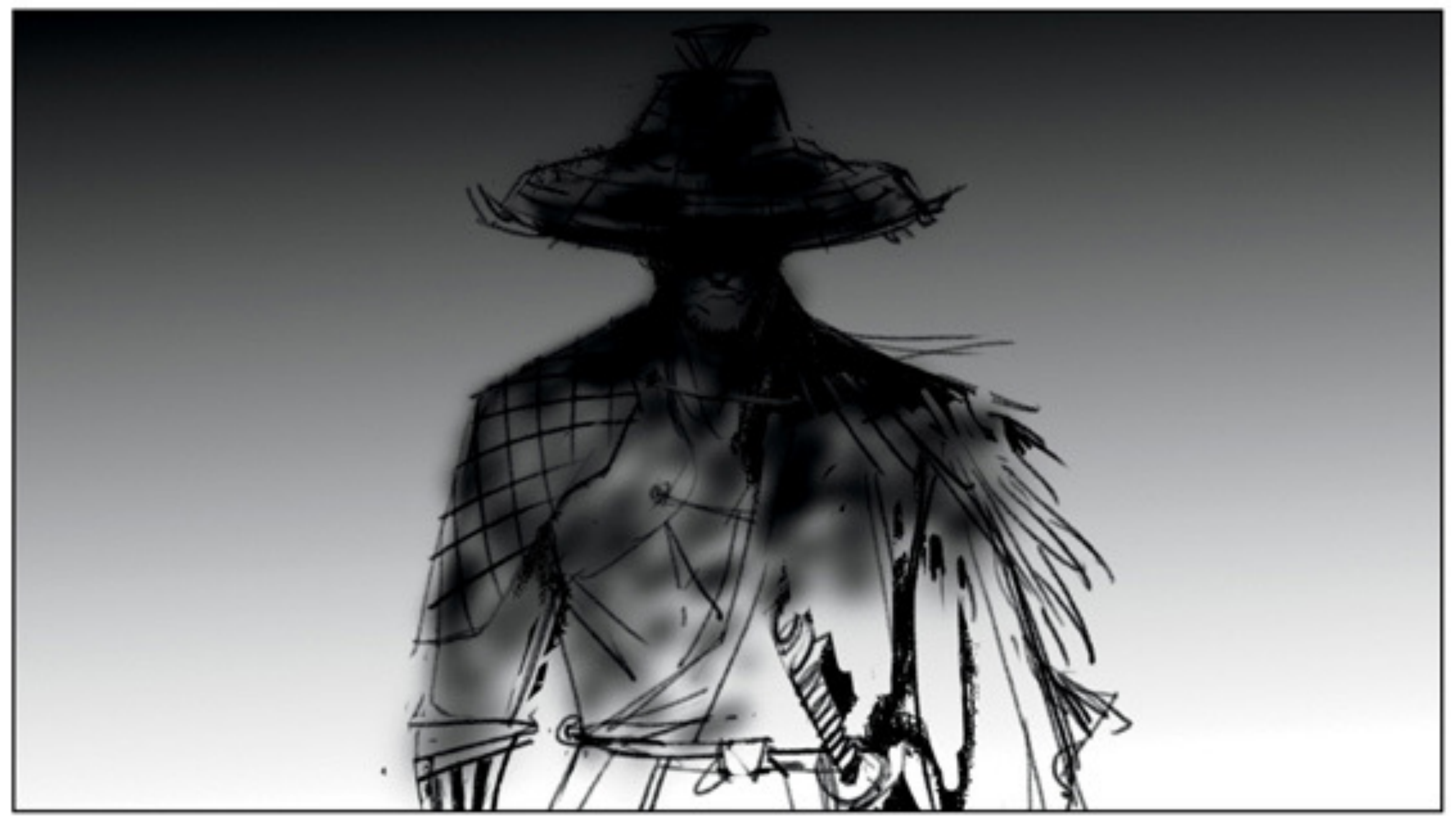
To Jin . . .
SHIMURA: “signal the charge.”
HANDS ON!

RYUZO DUEL START

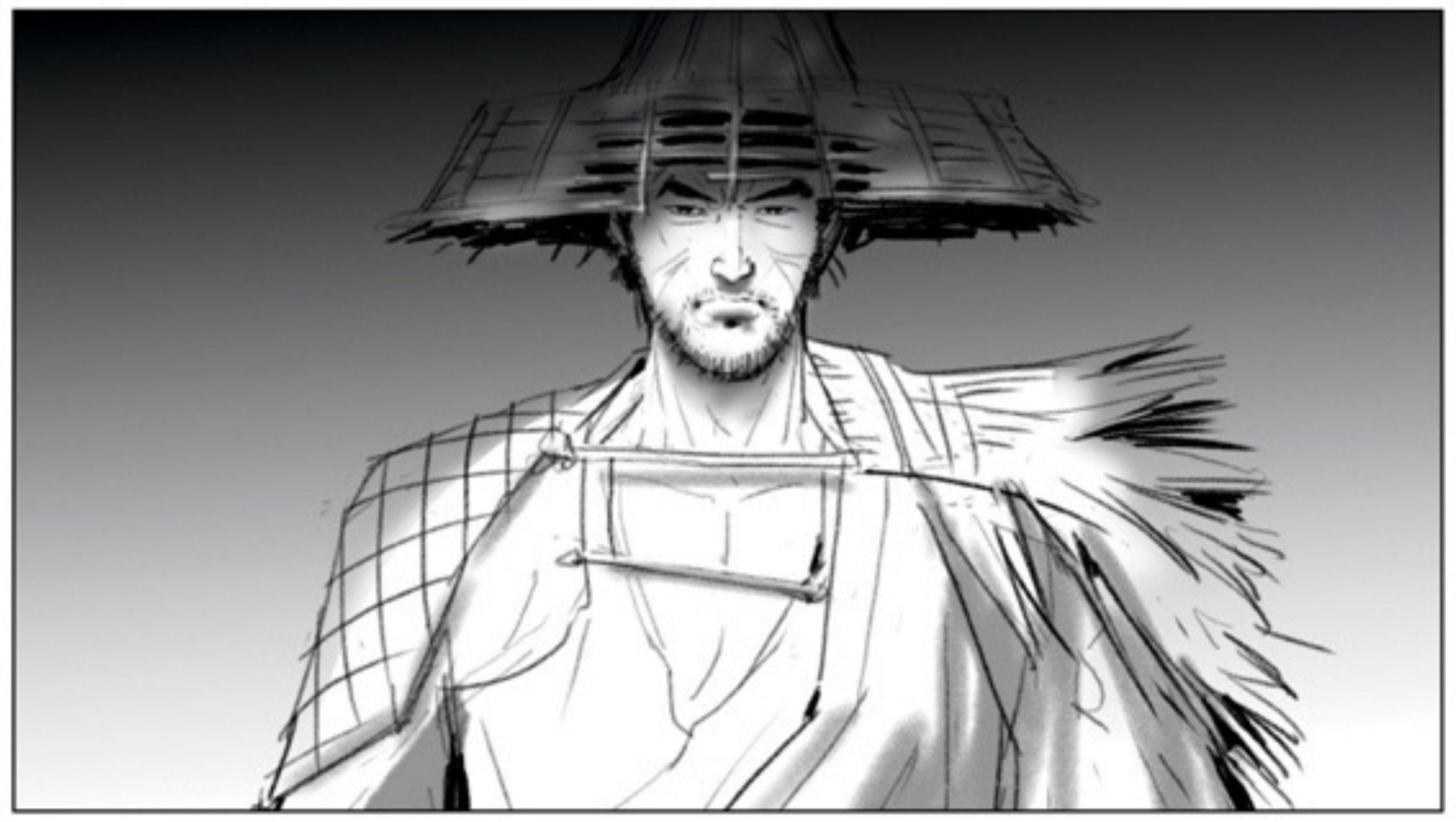


Jin gently wades into the shallow pond and crosses it. A familiar looking SHADOW appears on the bank. Jin freezes. HANDS OFF!

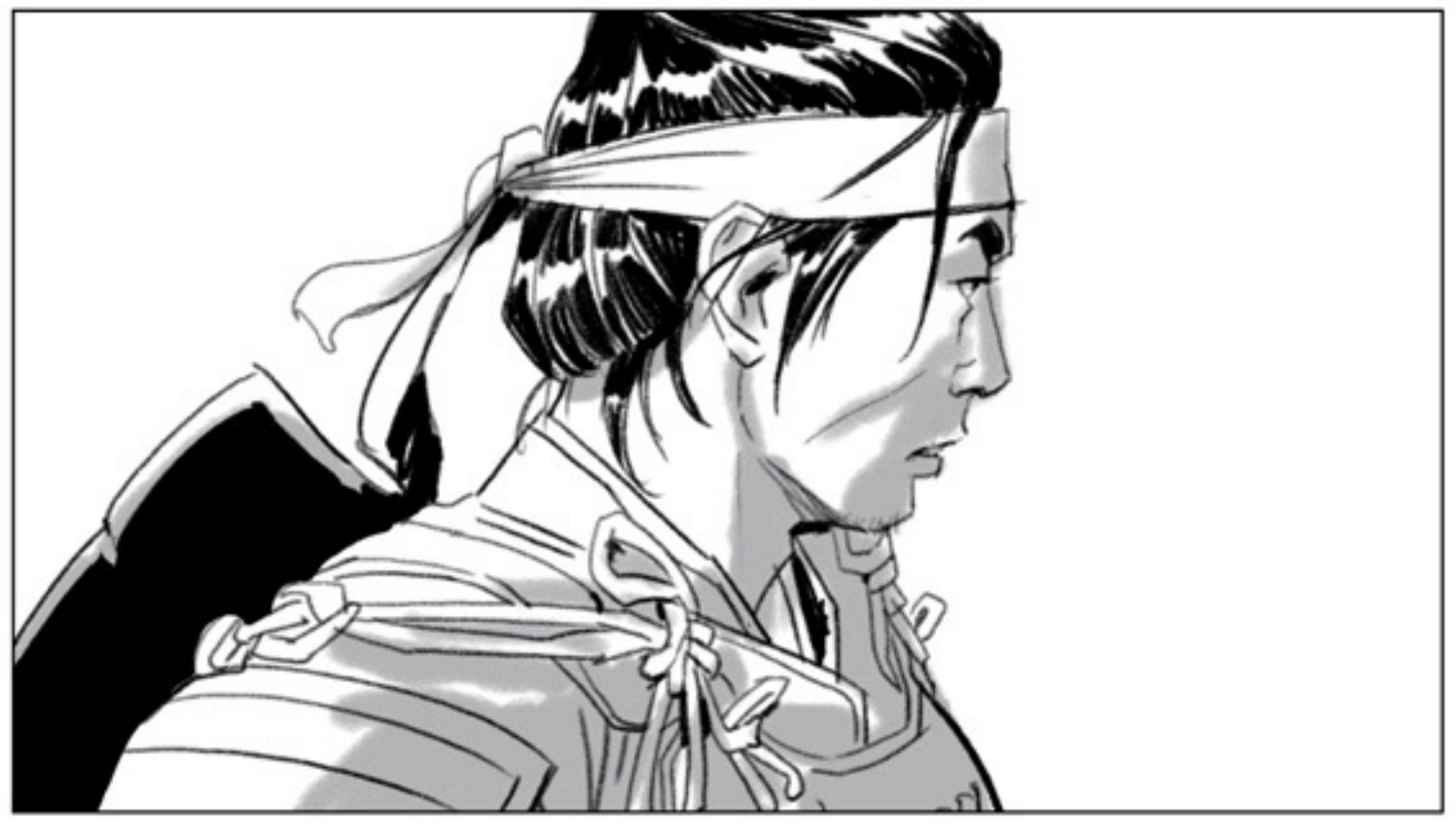




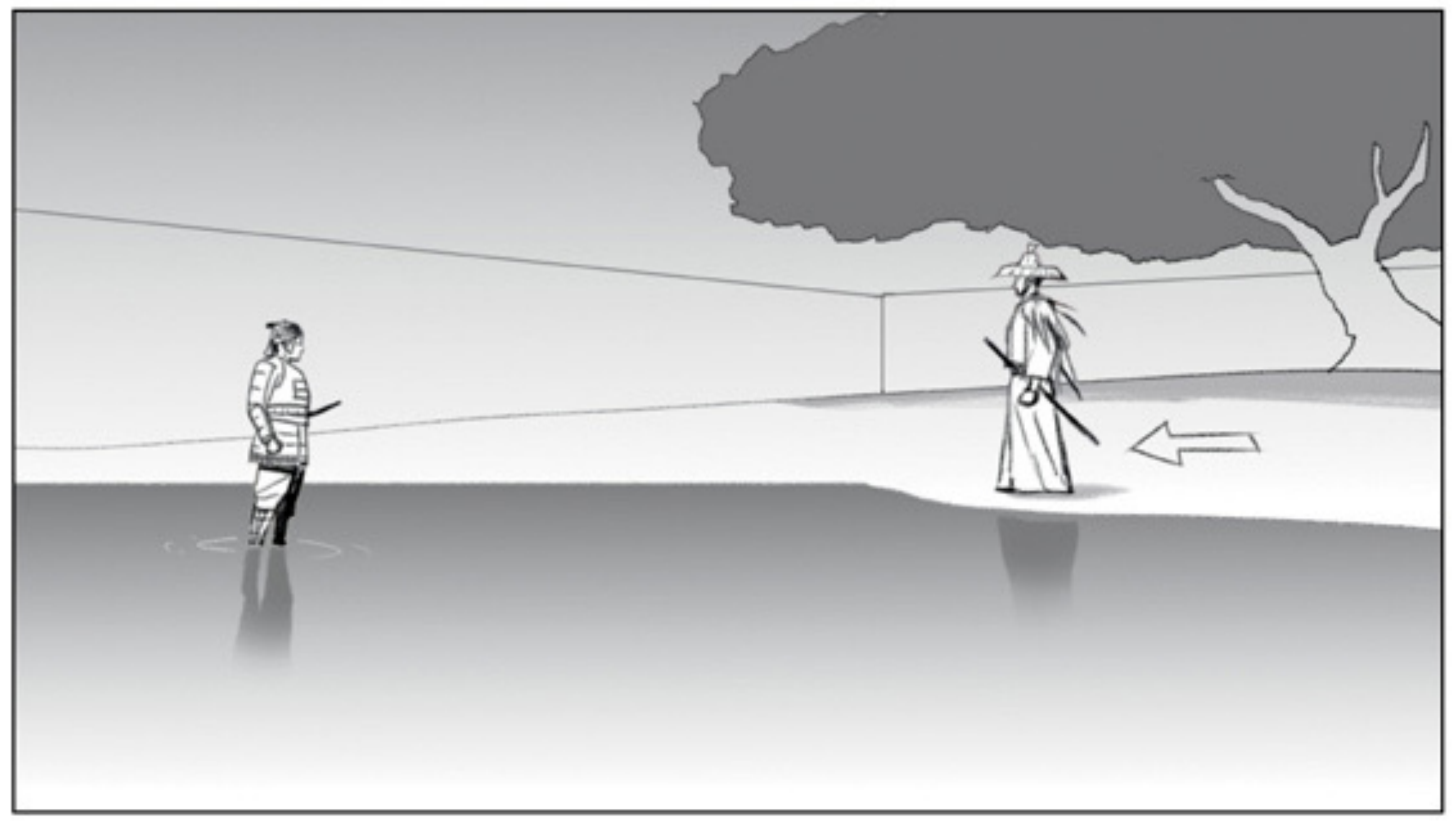
The Shadow emerges into light.



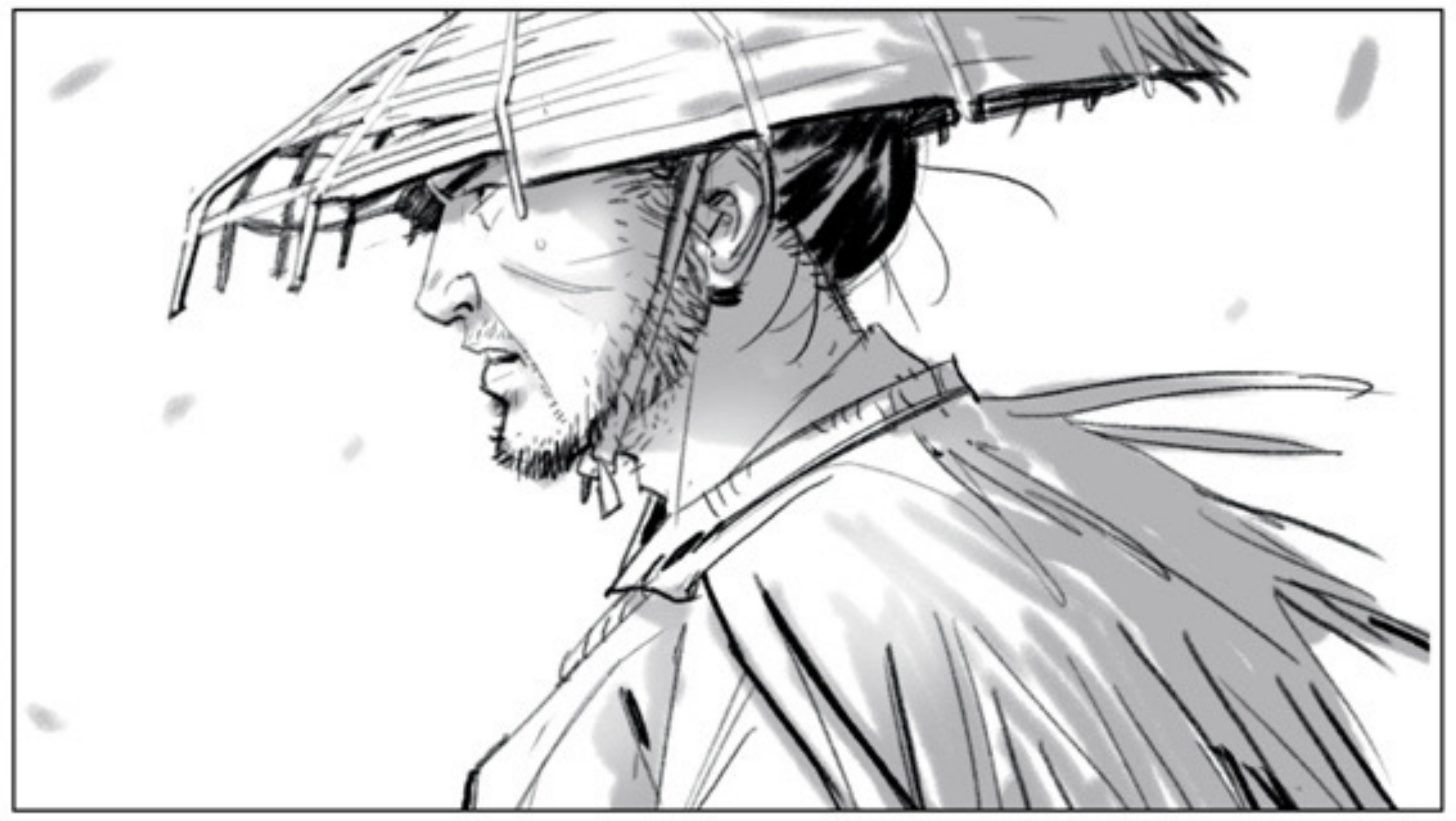
RYUZO. The ronin's expression is unreadable. He's clearly holding something back.



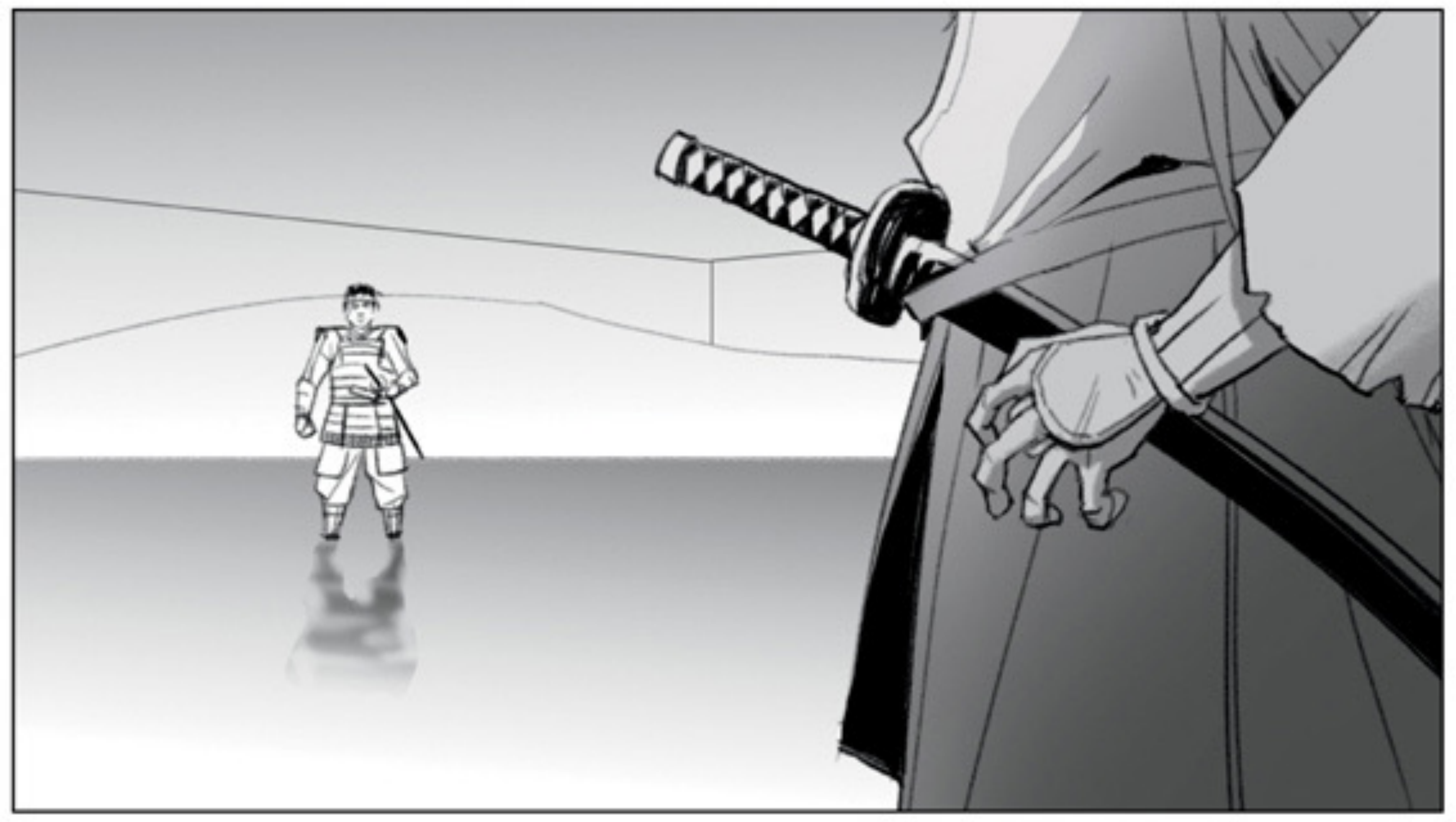
JIN (relief and confusion): "Ryuzo?"



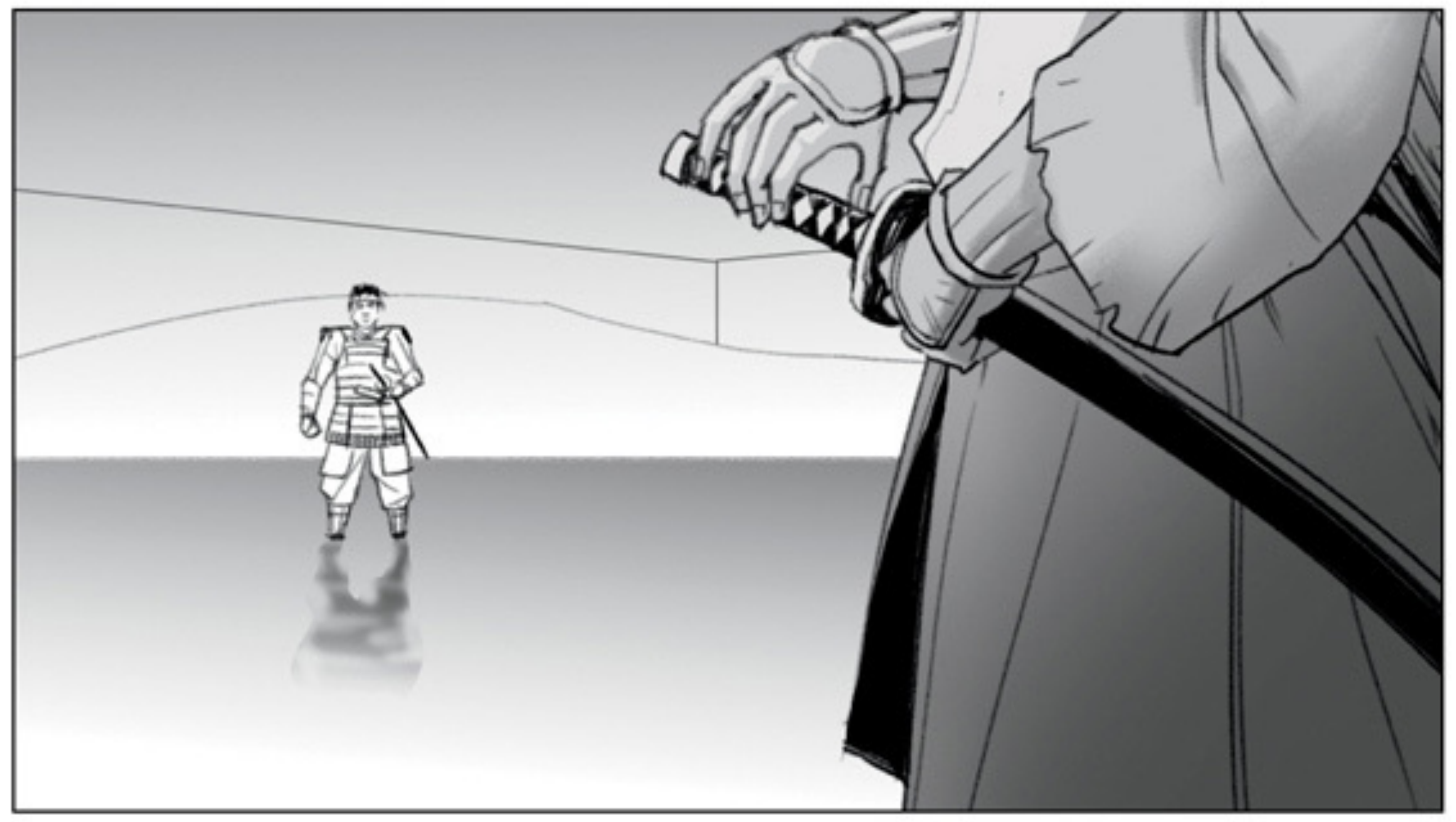
RYUZO: "I'm sorry, Jin . . ."



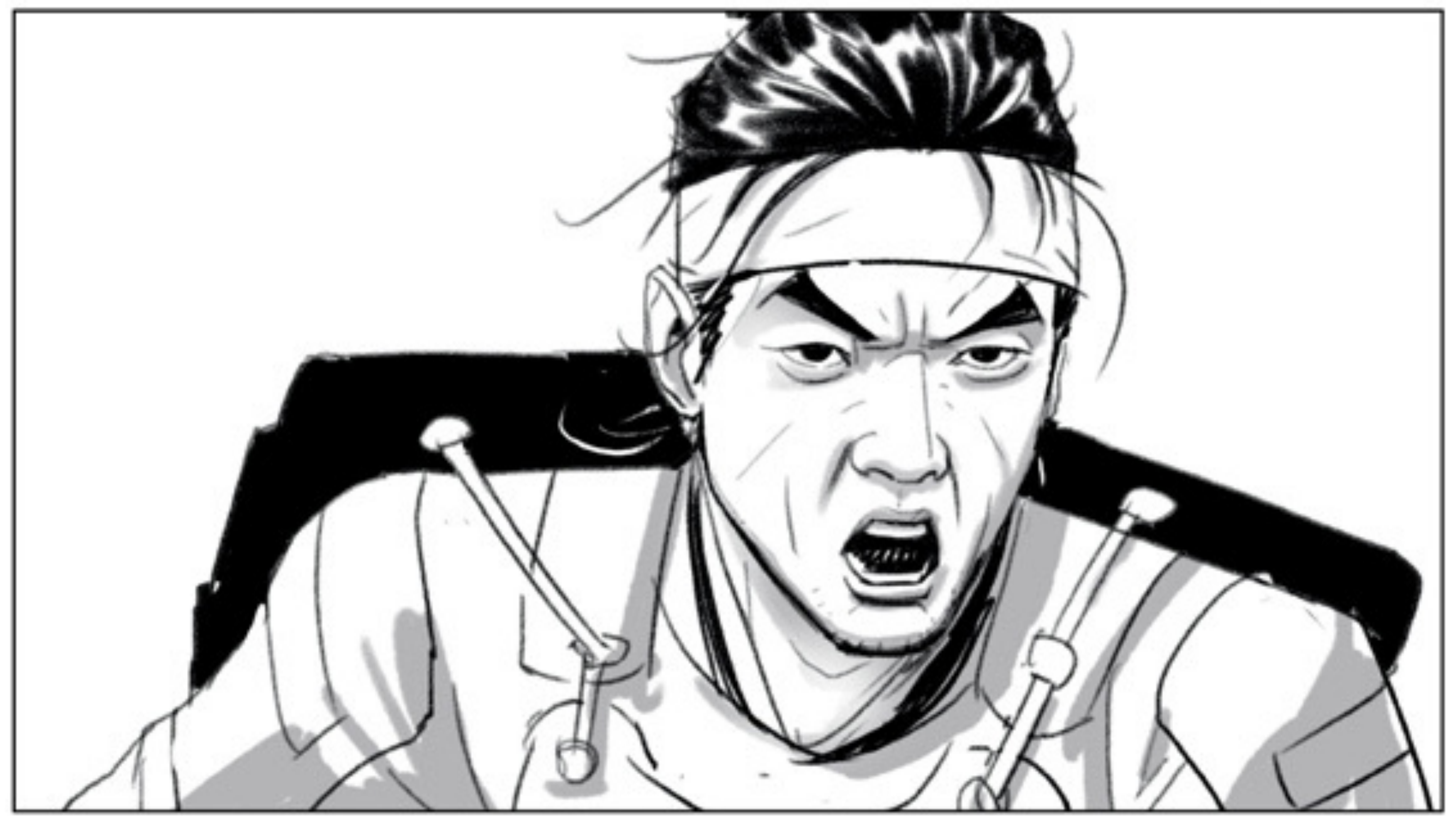
RYUZO: "The Khan wants the Ghost."



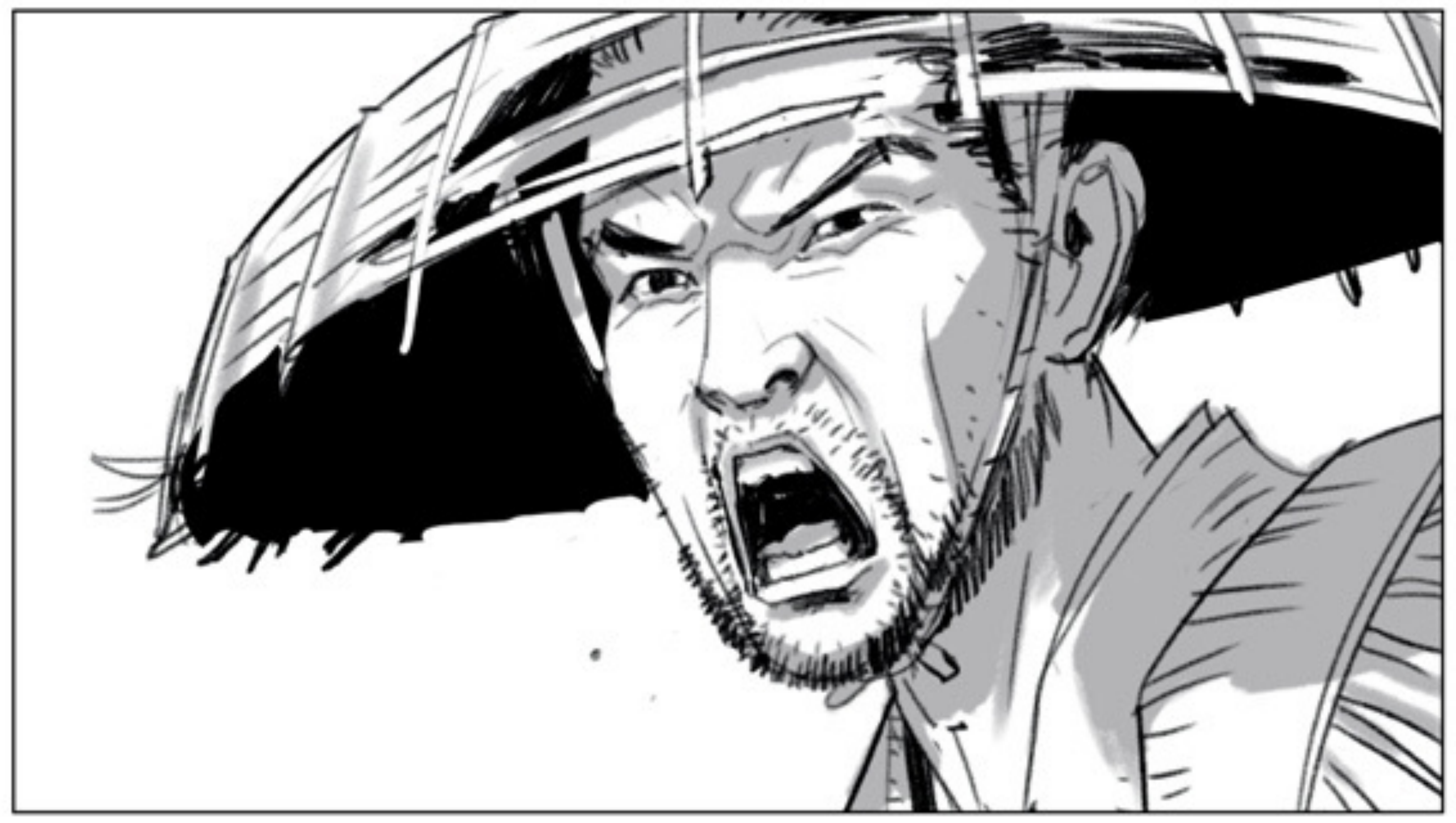
RYUZO: "He'll pay more coin than I could ever get . . ."



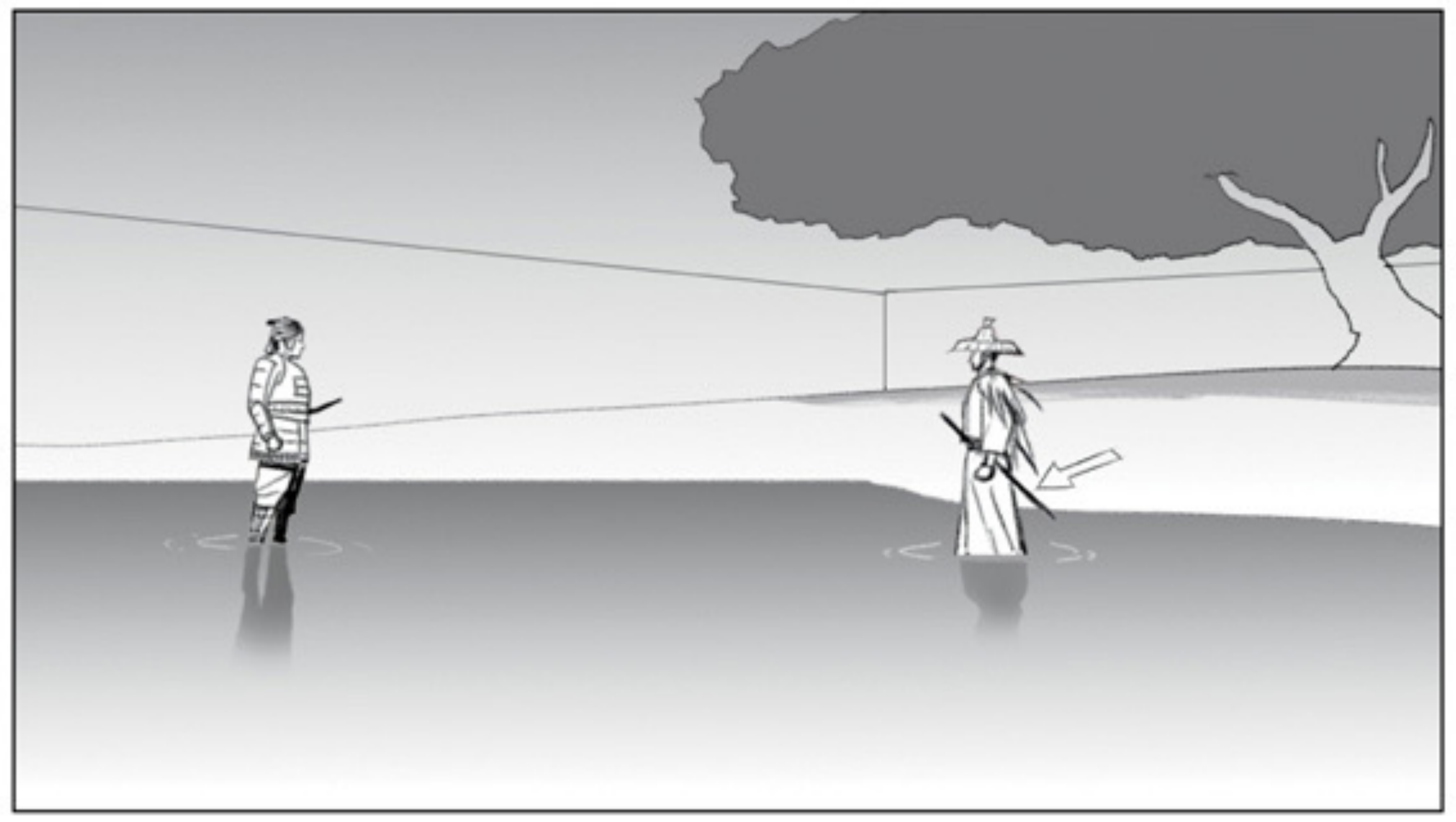
RYUZO: "Even as a samurai."
Jin watches Ryuzo's hand grasp the hilt of his katana. Knuckles white. Fingers clenched. Struggling to commit.



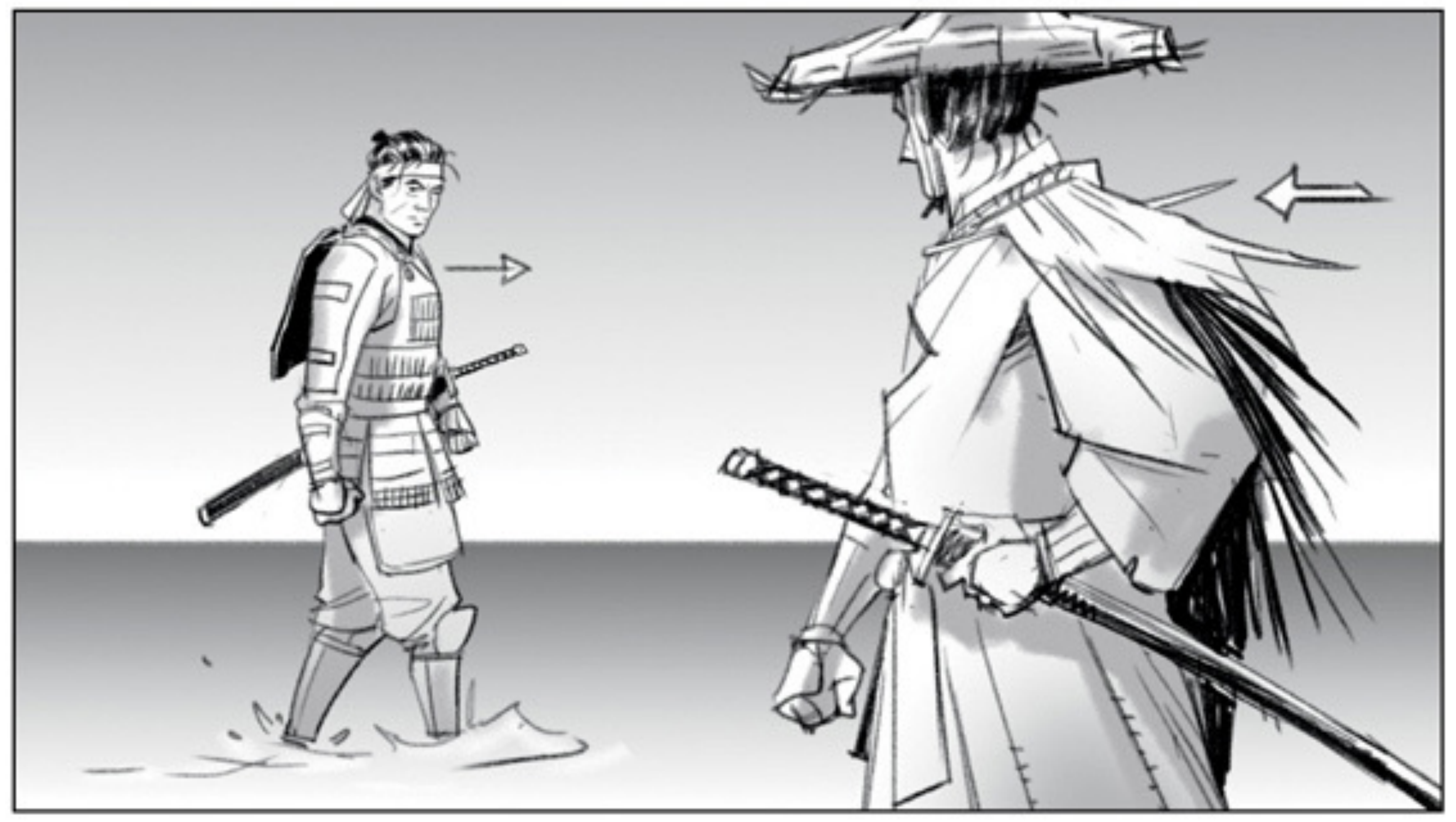
JIN: “Don’t betray your own people.”



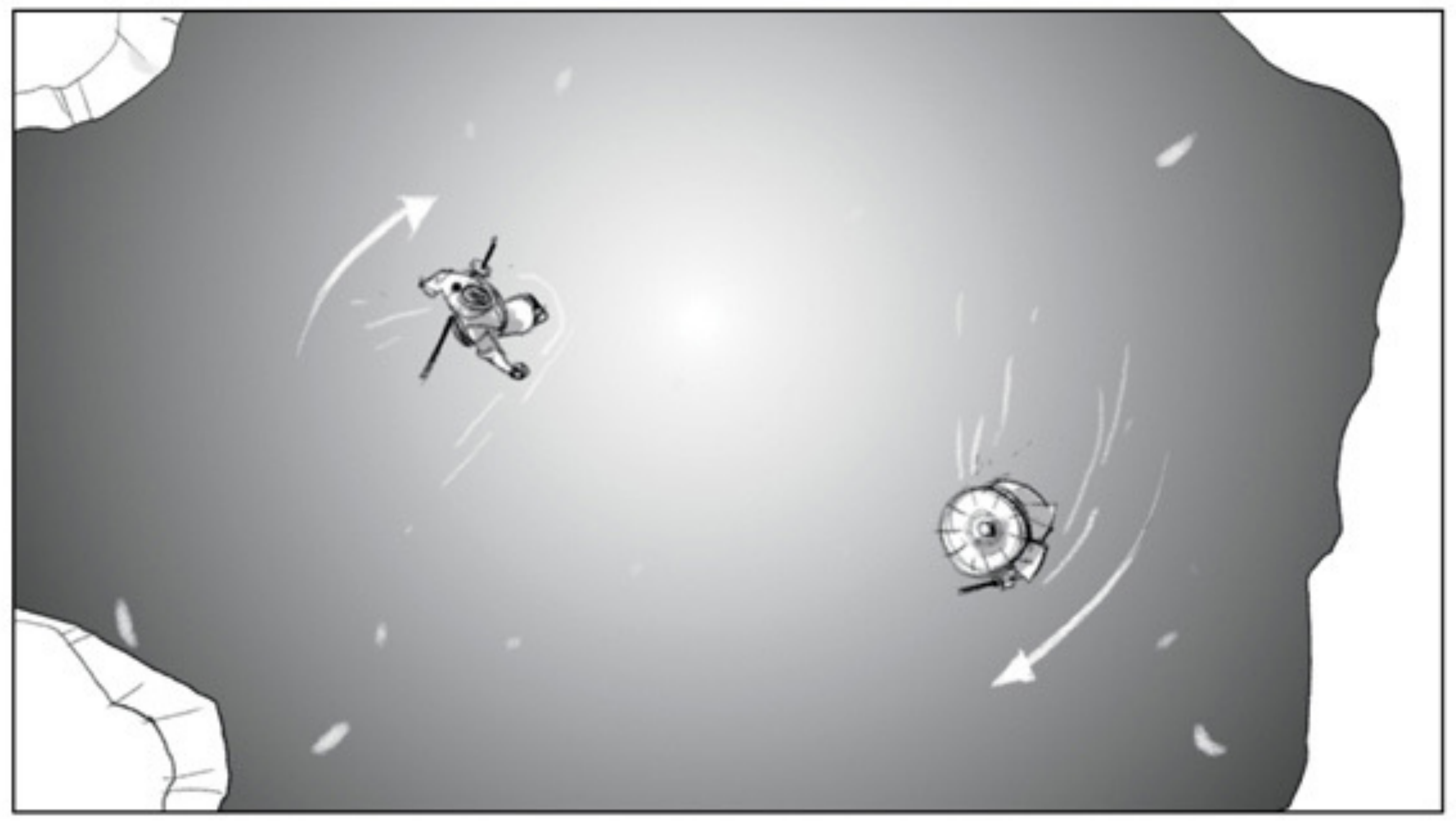
RYUZO: “I’m not ‘your’ people.” (bitter)



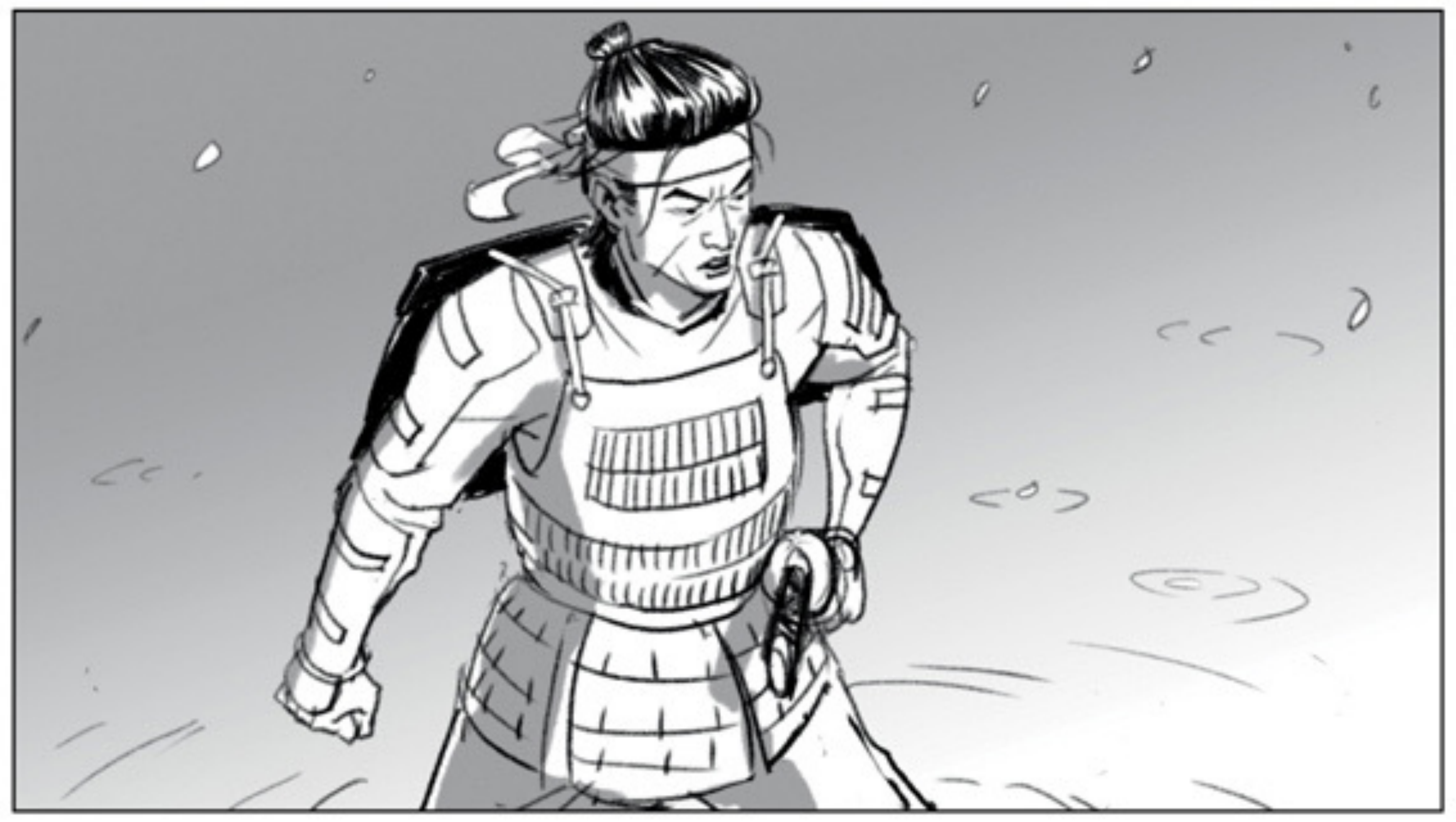
RYUZO: “You and your uncle want to rule. Samurai on top.”
Ryuzo gracefully steps into the water.



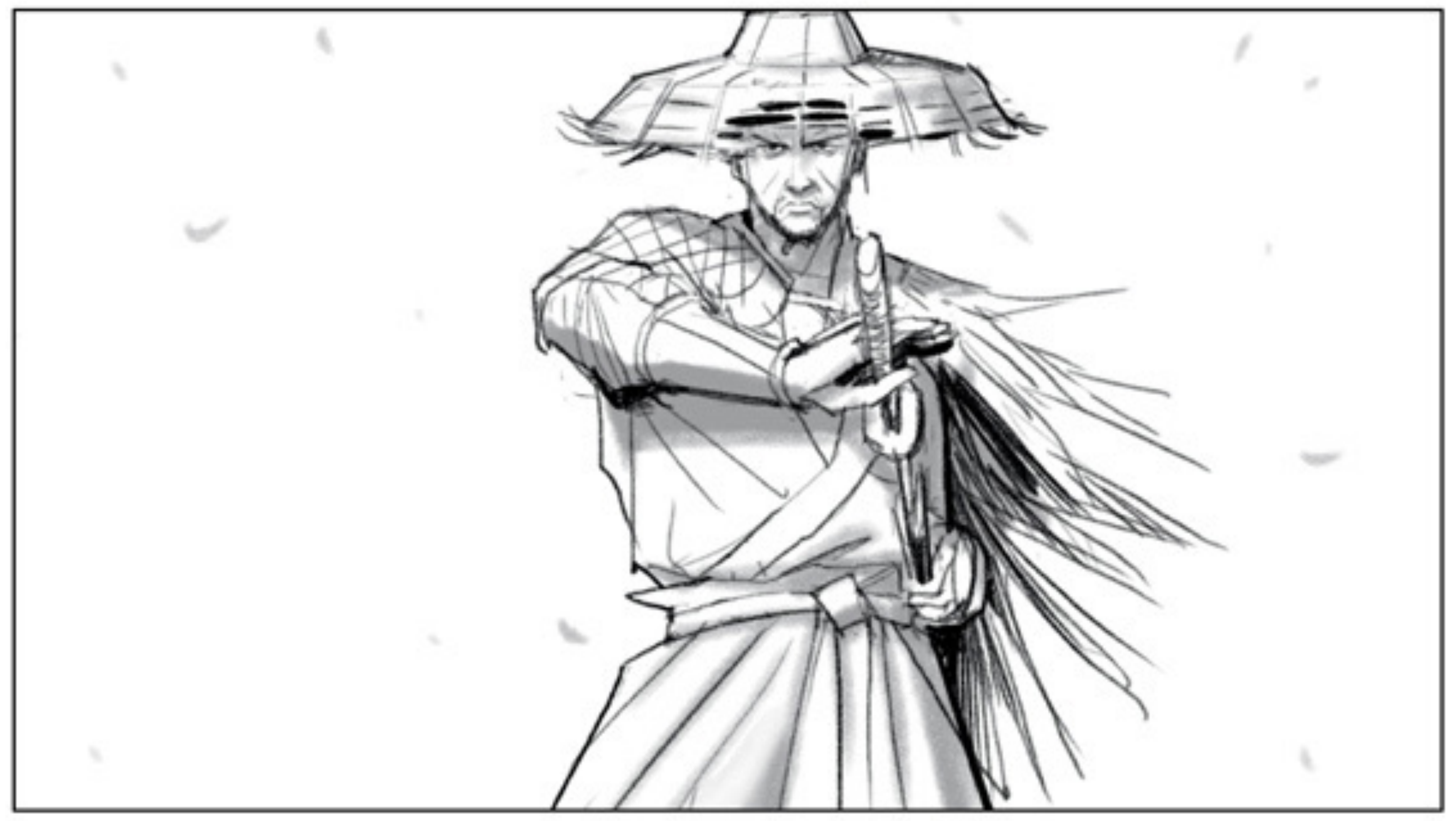
The men circle each other.
RYUZO: Everyone else fighting over scraps.



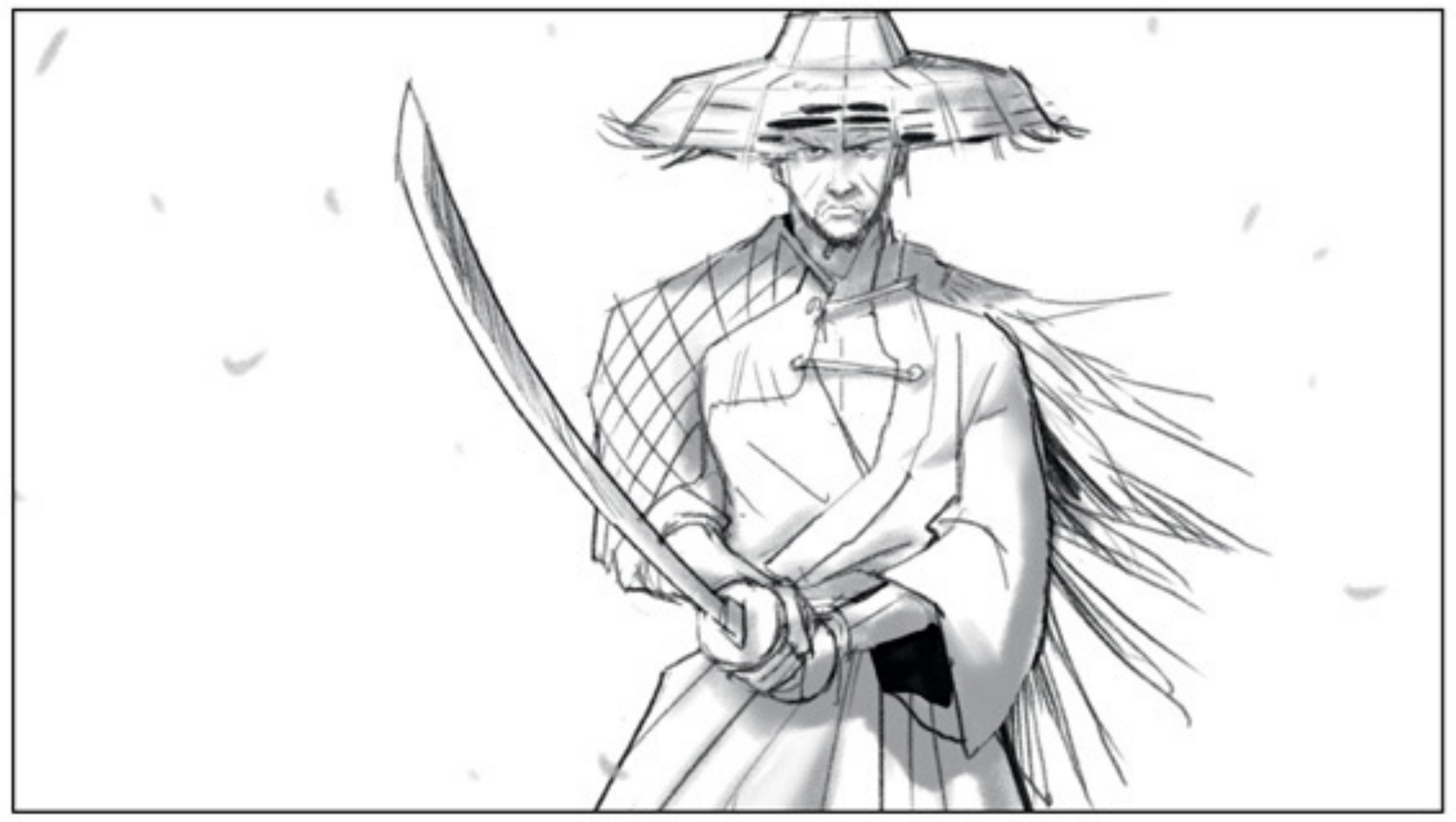
RYUZO: “The Mongols made sure my Straw Hats will never go hungry again.”



Jin full stop . . . right at Ryuzo . . .
JIN: You traded loyalty . . . for food.

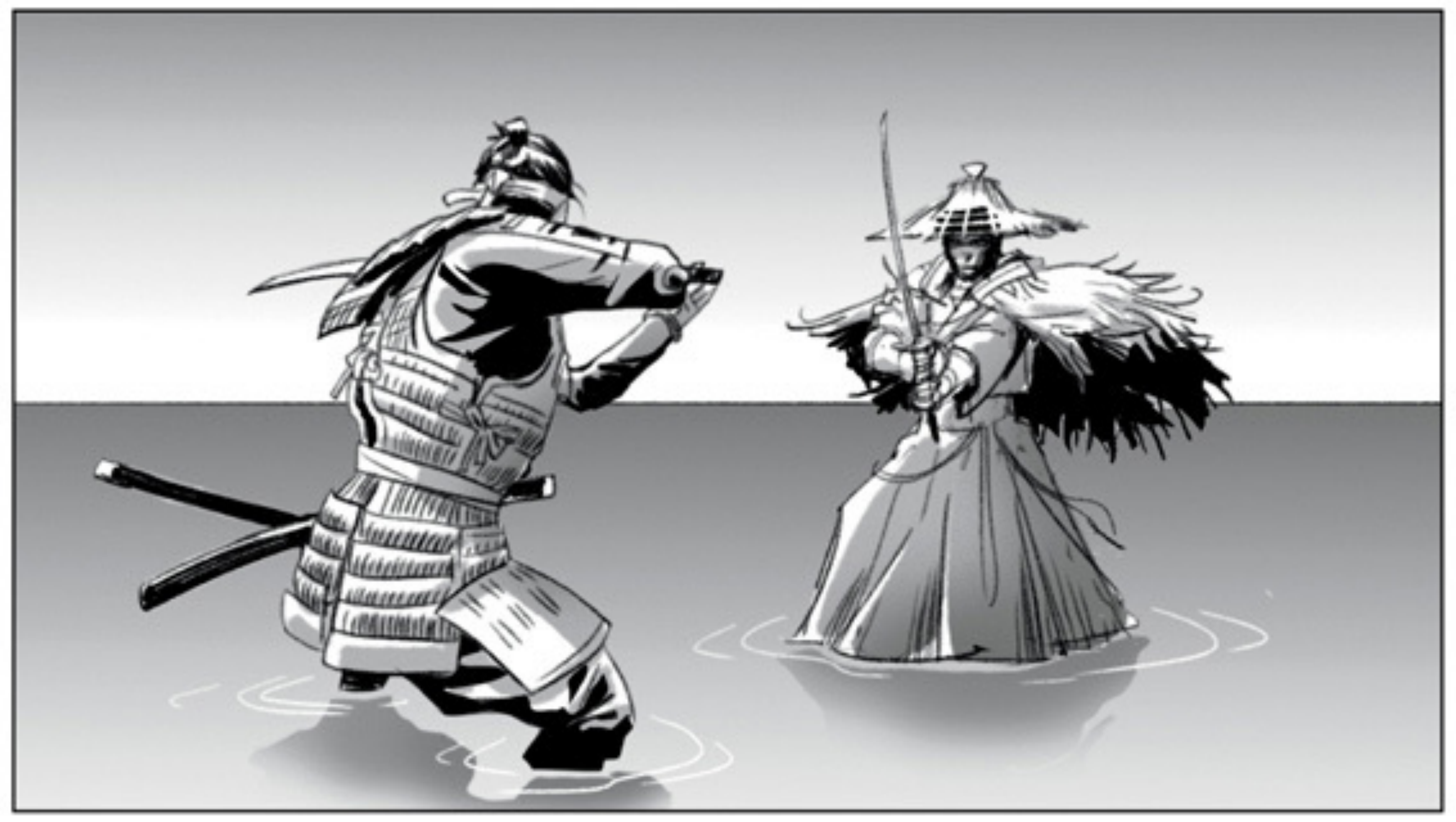


In a slow and deliberate motion, Ryuzo forces himself to draw his blade.

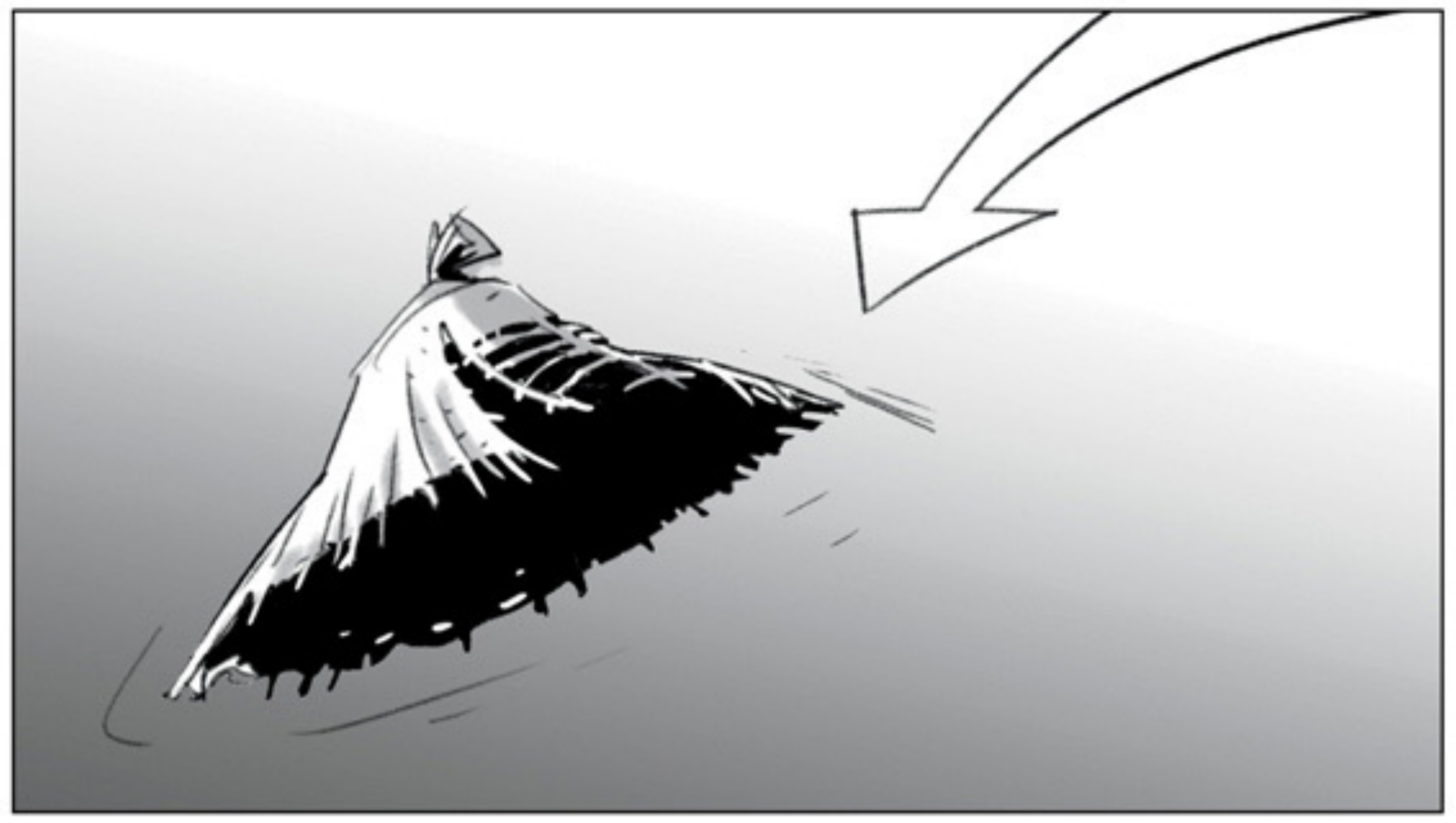


RYUZO (sincere): I’ll make sure you don’t suffer.
HANDS ON!

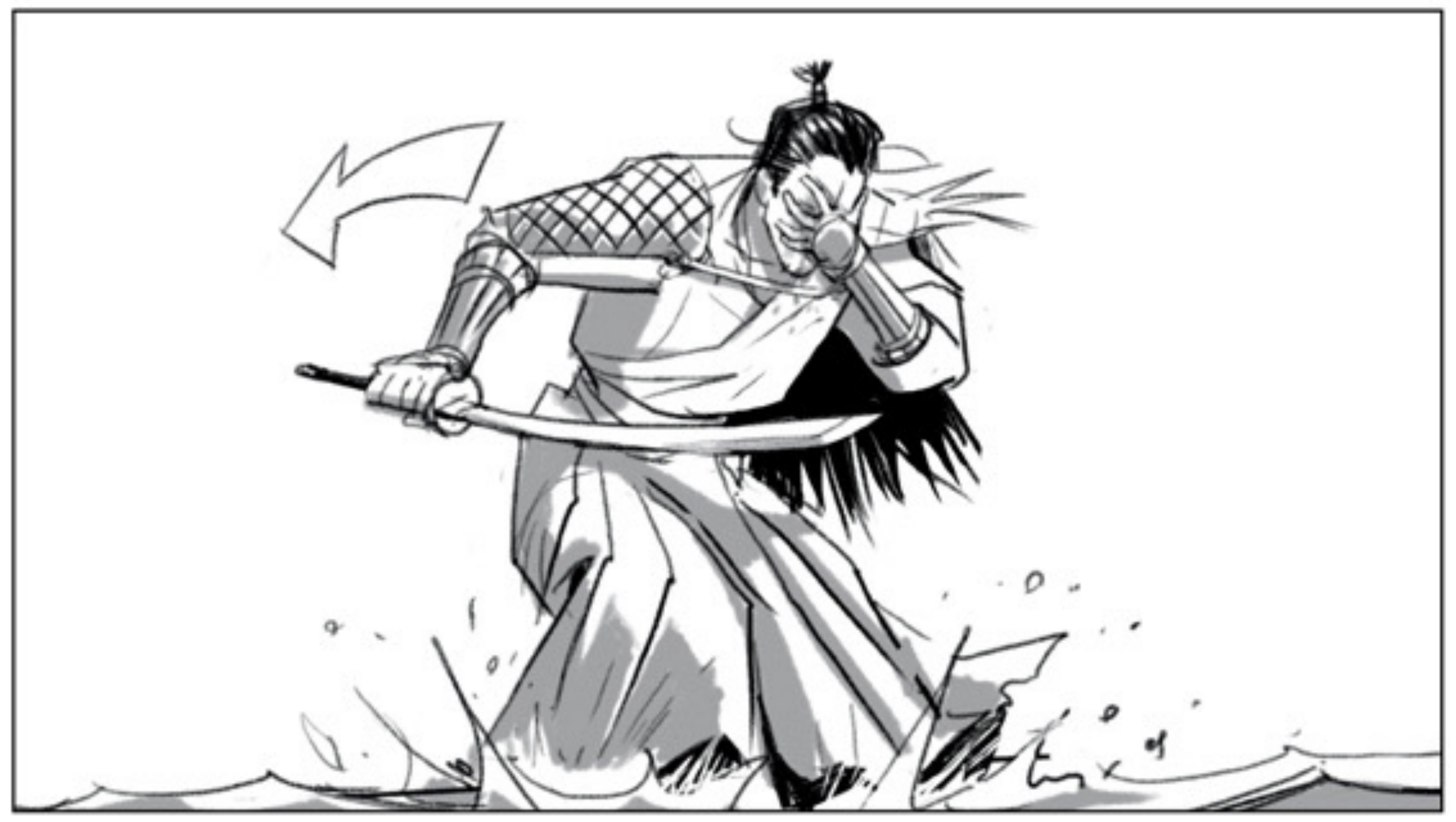
RYUZO DUEL END



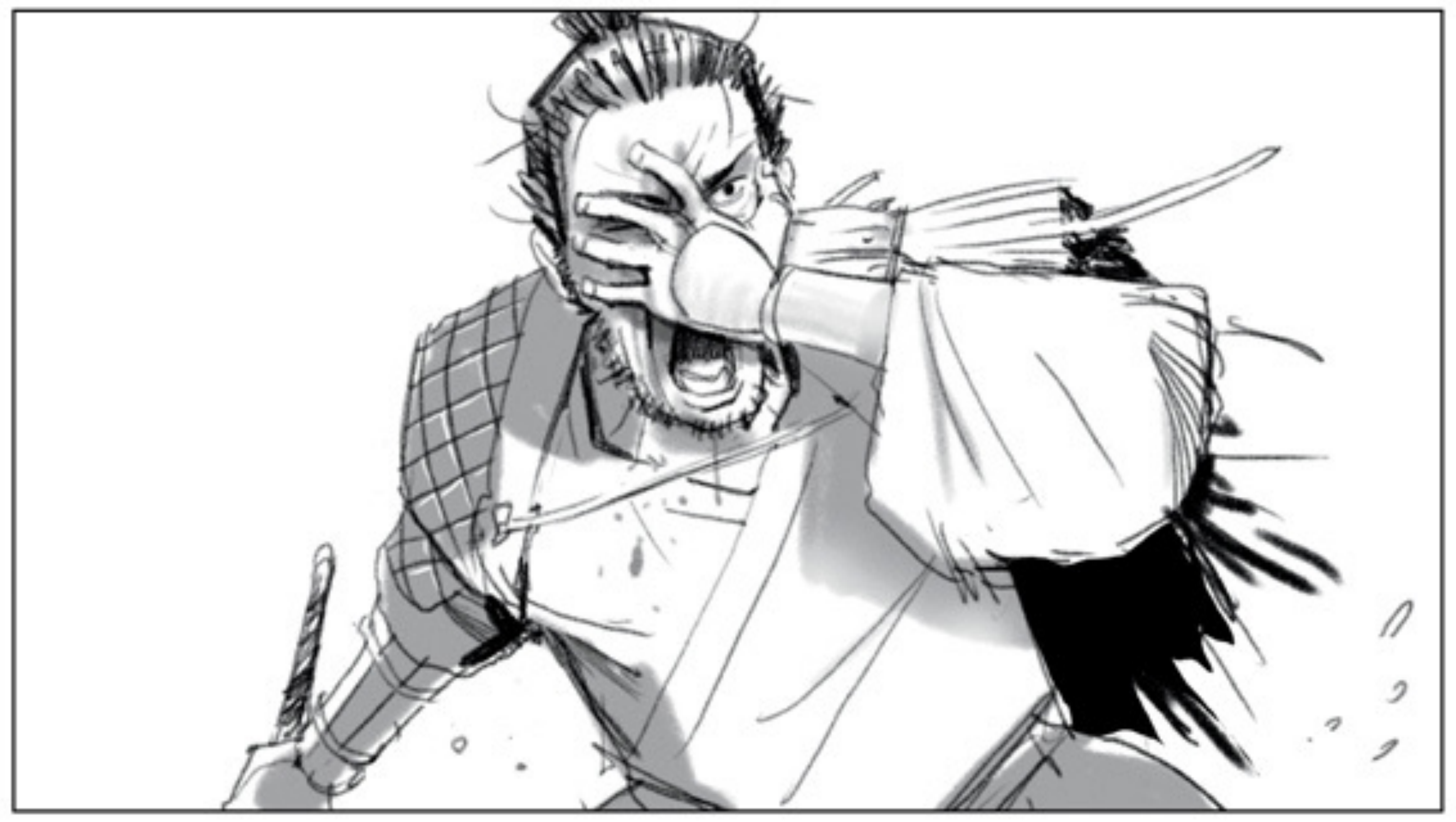
Jin lands the last hit on Ryuzo which triggers the cut scene.
HANDS OFF!



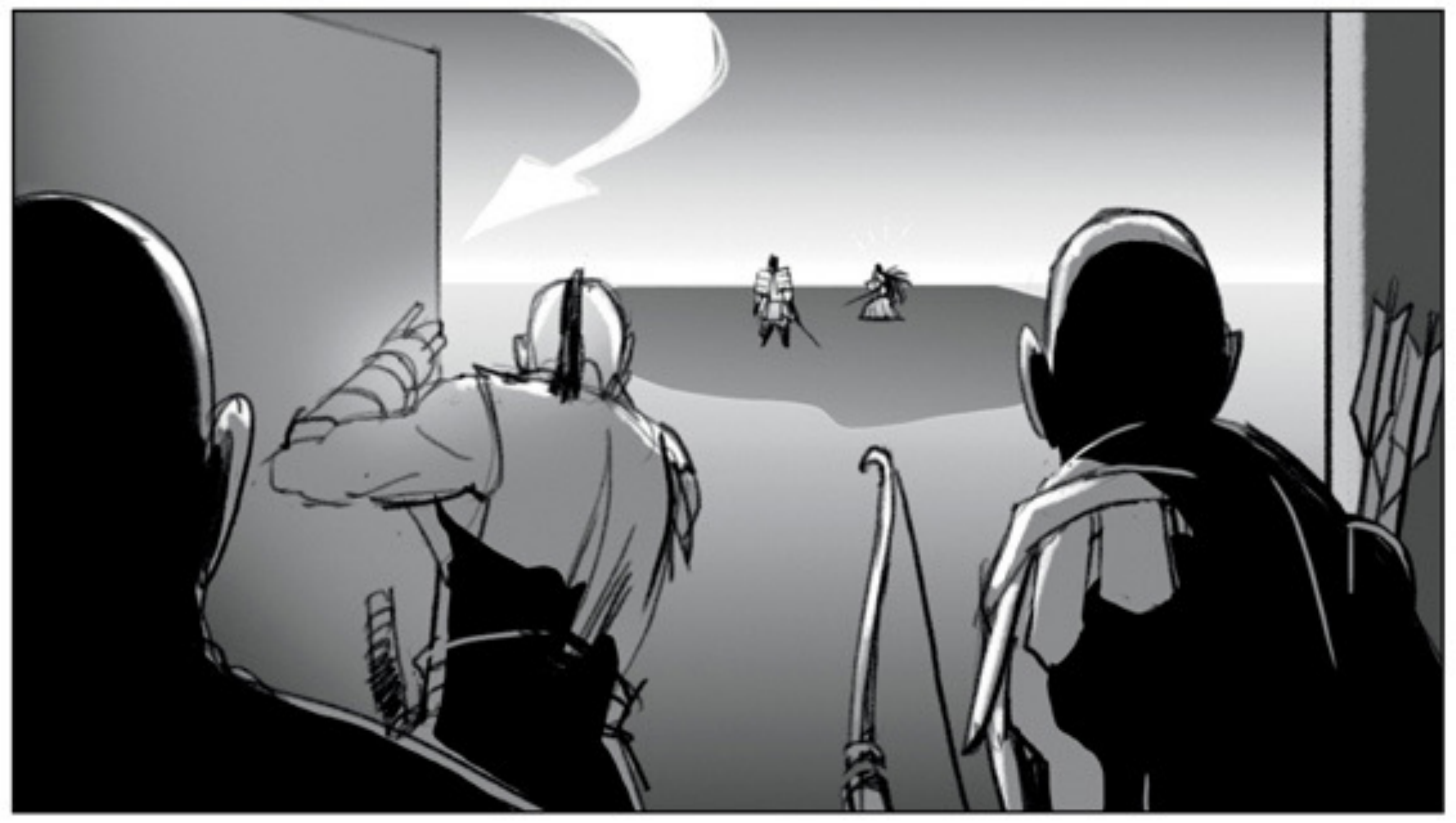
Straw hat falls to the ground.



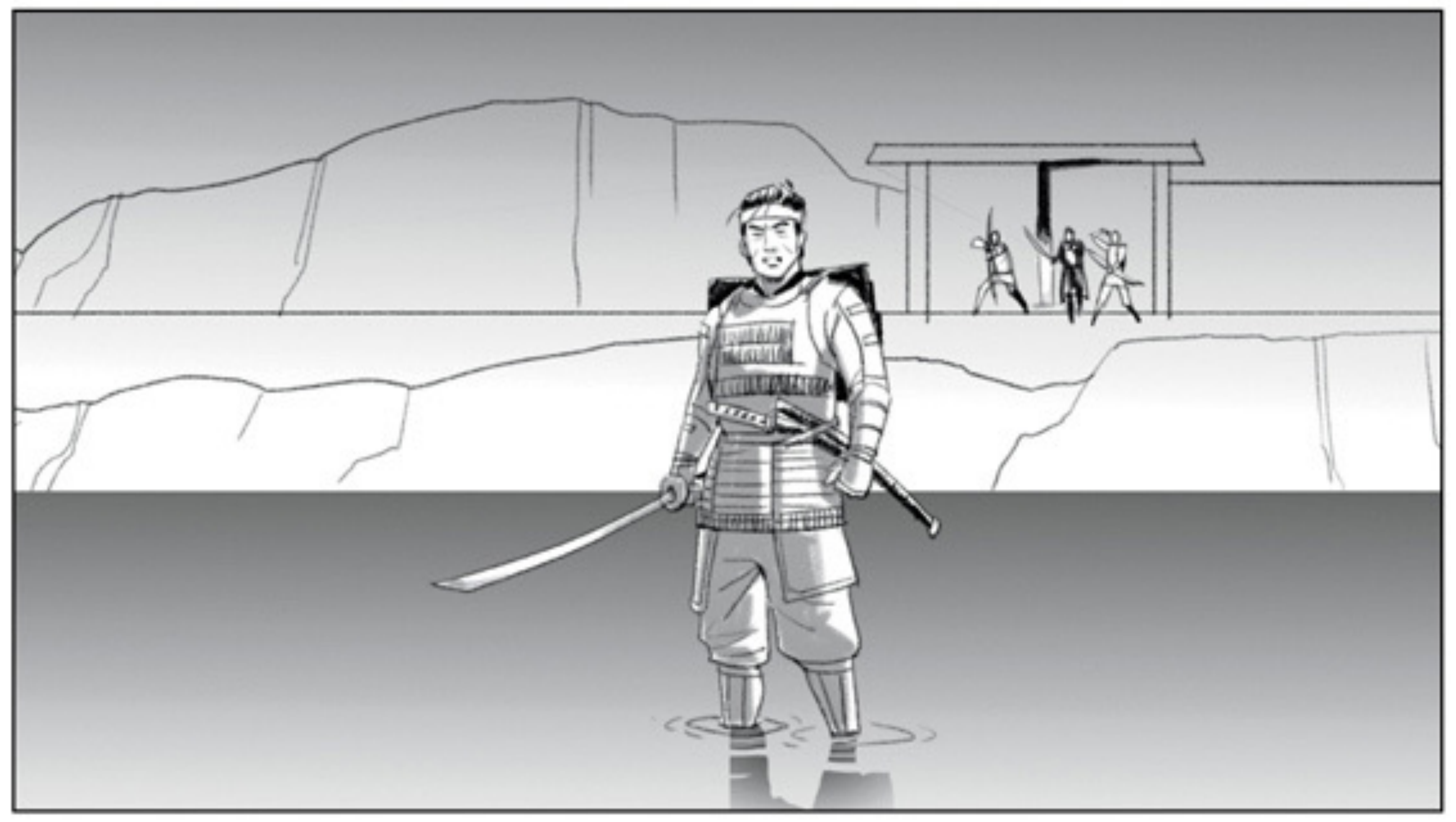
Ryuzo staggers from a horrific wound and clutches his face. Blood oozes between his fingers.



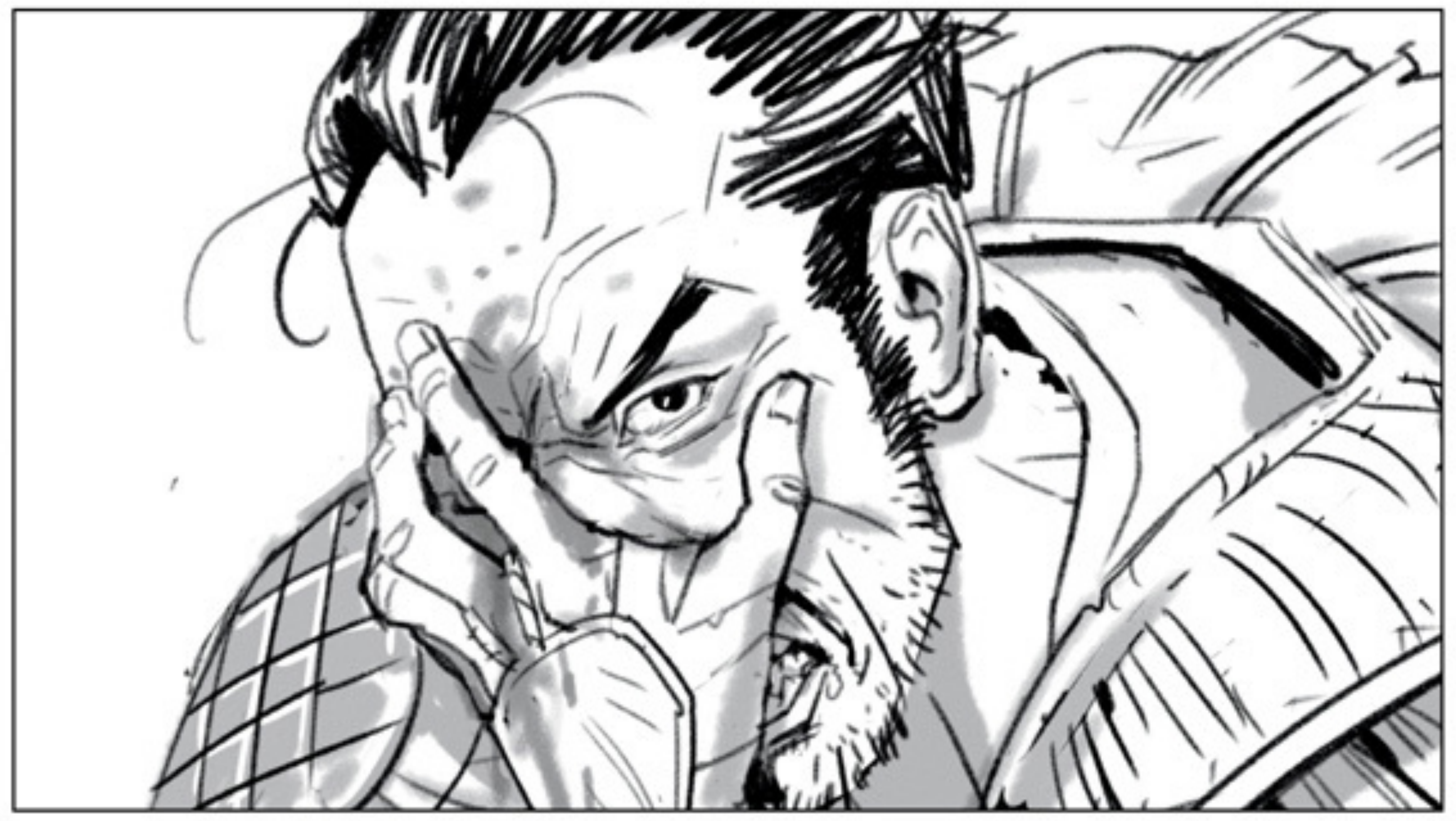
Ryuzo (yelling Mongolian): “Daisan!”



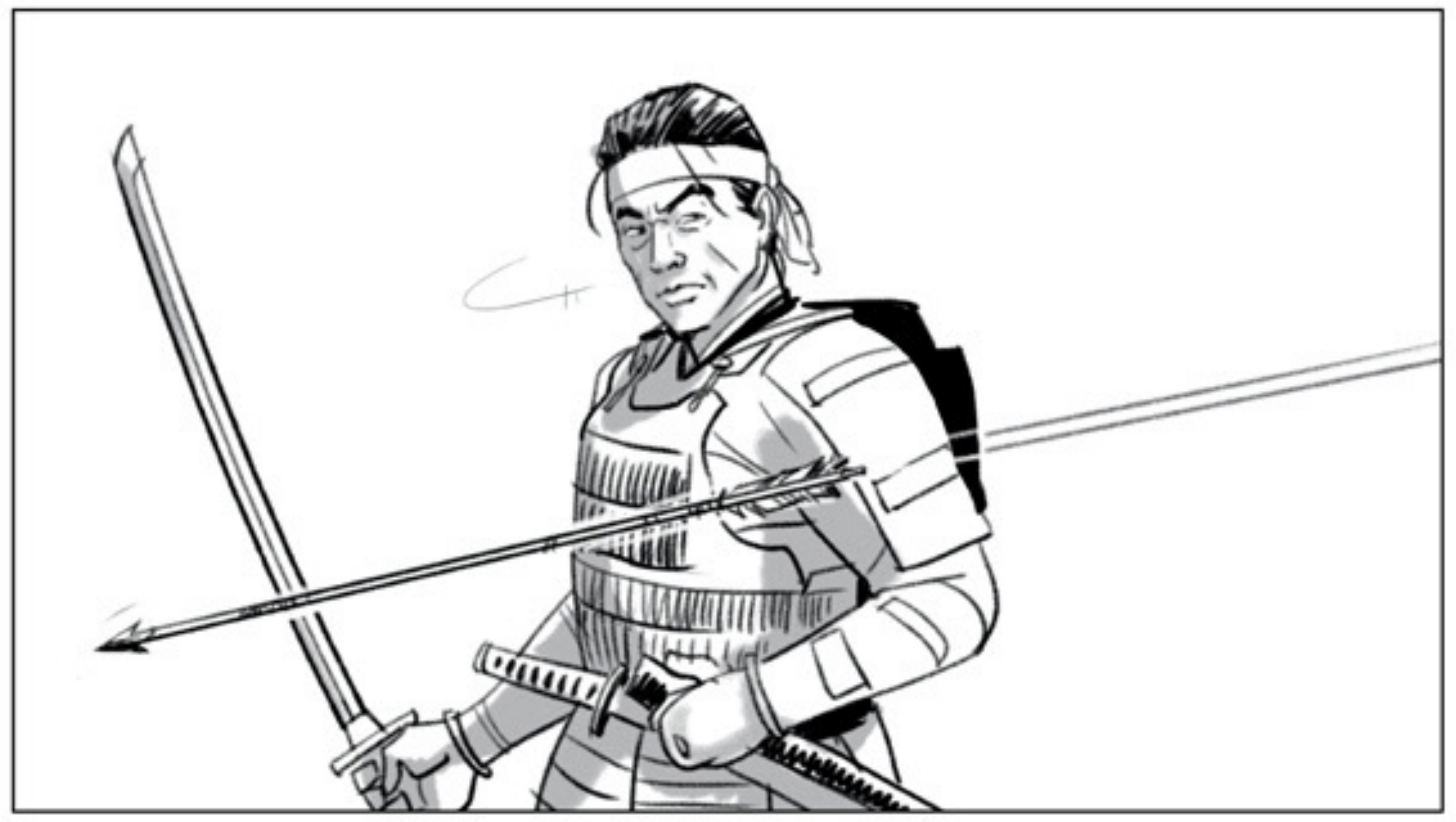
RYUZO: “Khaalgany derged baina!” (“Enemy! Enemy at the gate!”)



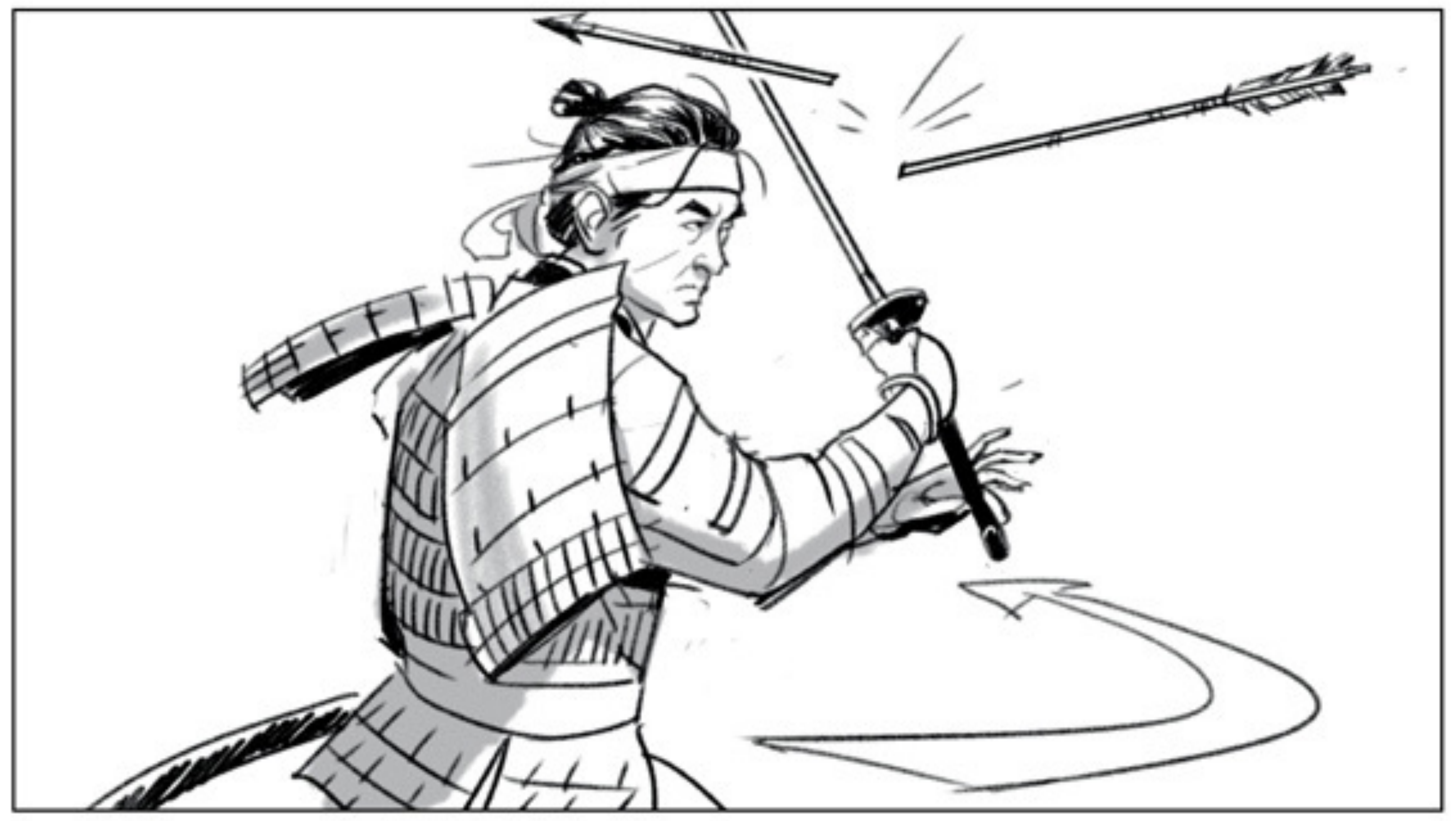
JIN: “Ryuzo, stop!”
MONGOL GUARD 1 (O.S.) (“There they are!”): “Ted end baina!”



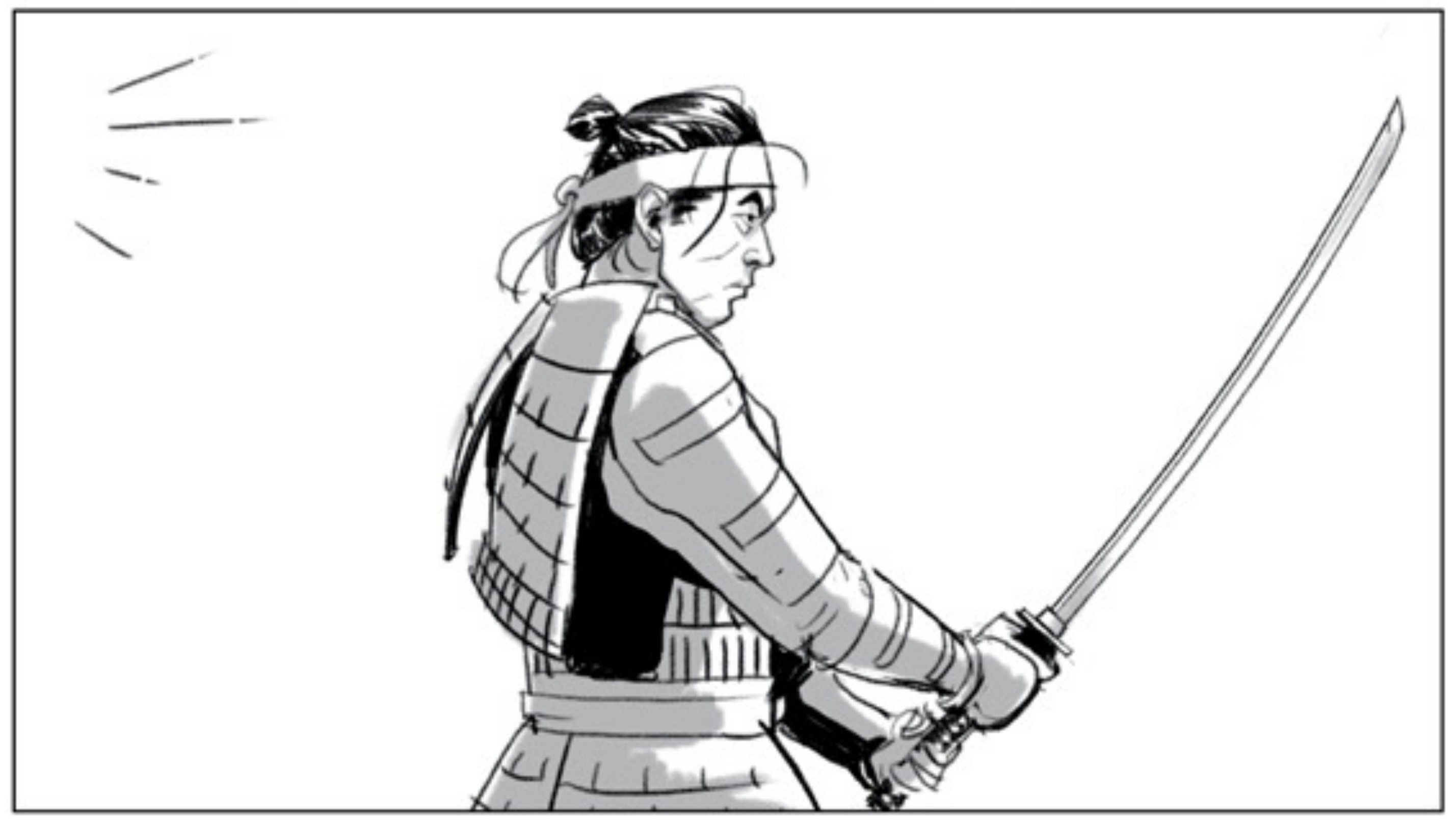
RYUZO (anguished, bitter): “Goodbye, Jin.”



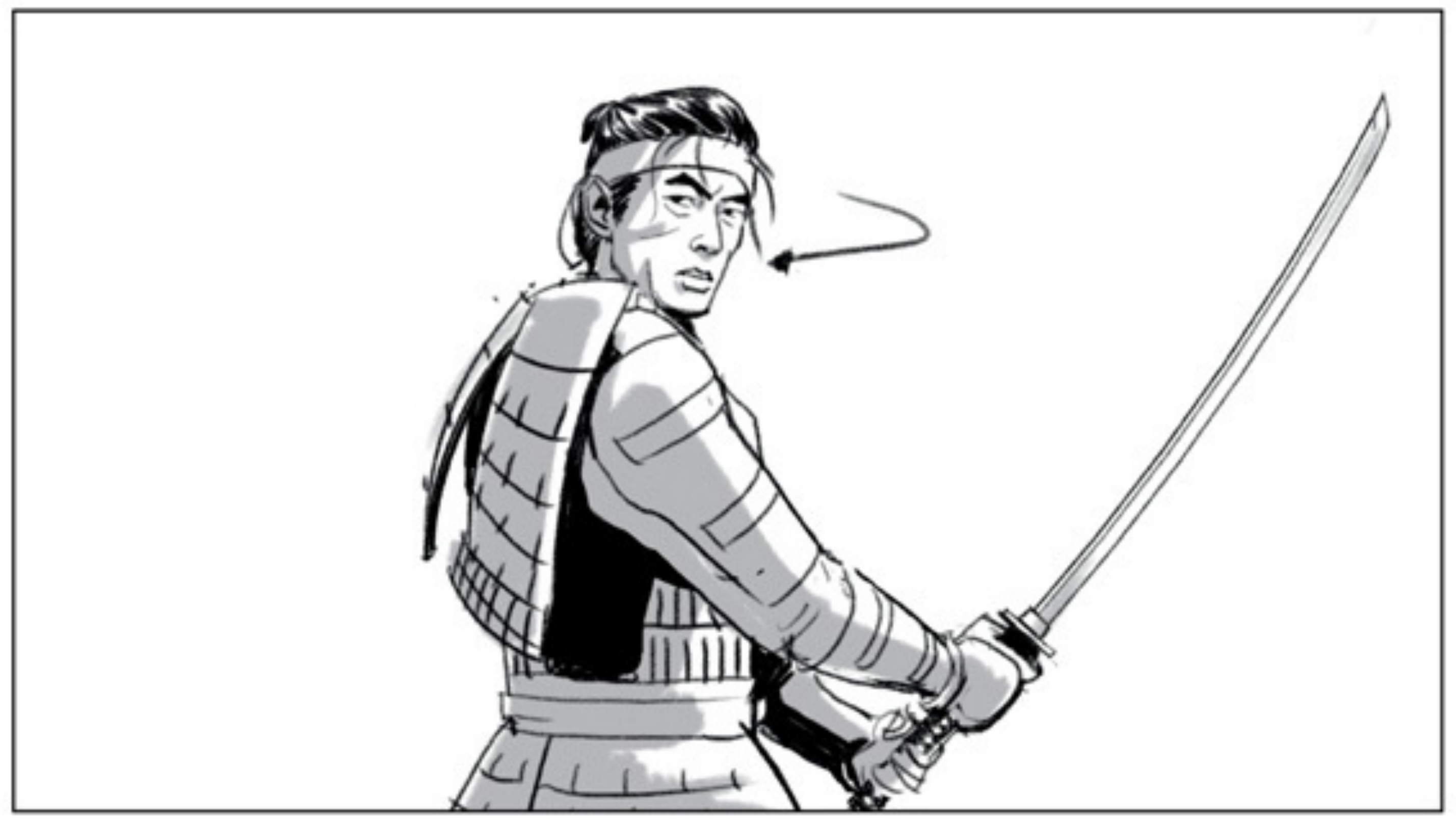
Arrow whizes by Jin. Jin turns toward danger . . .



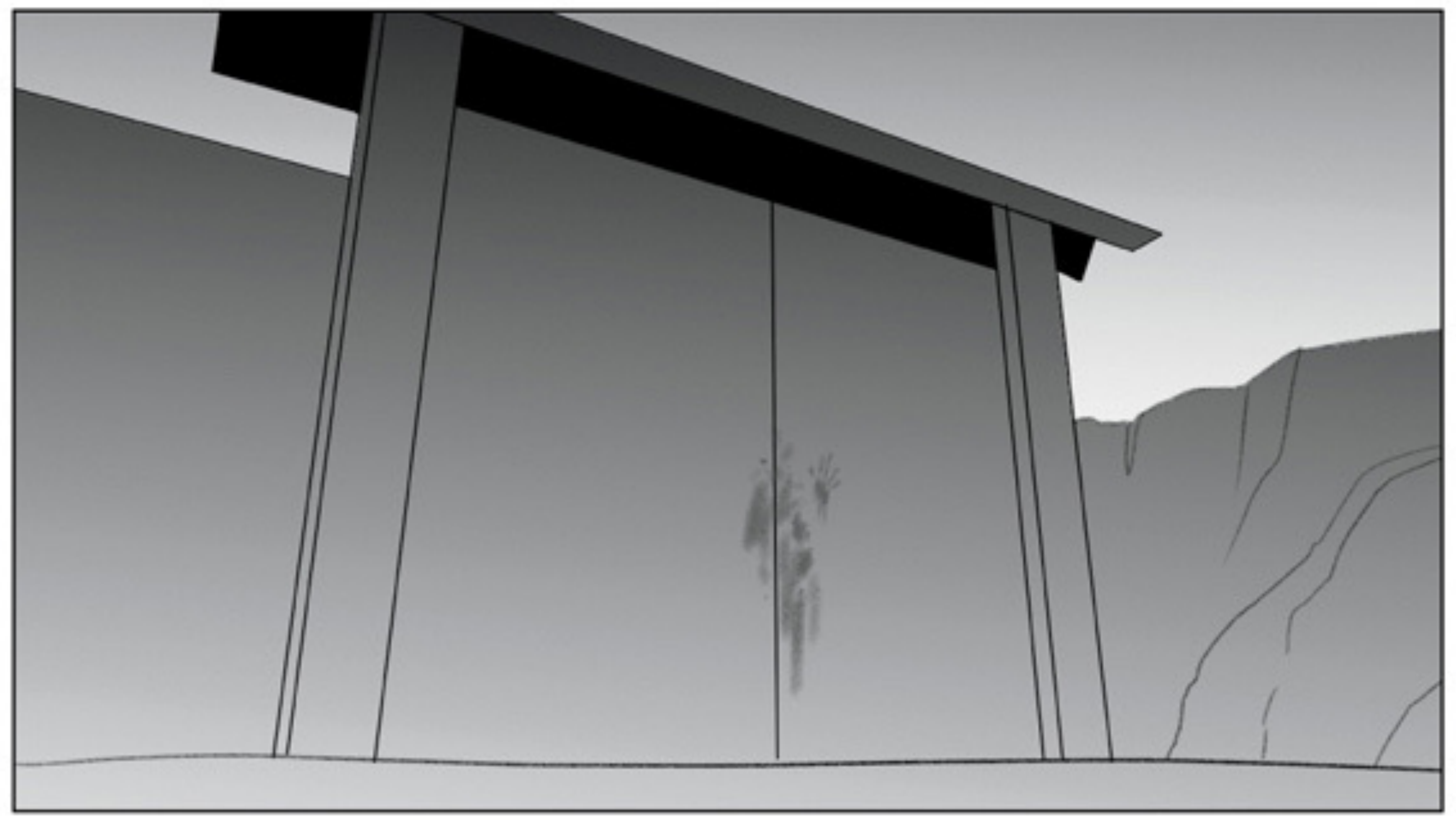
Jin slices the next arrow in mid-air!



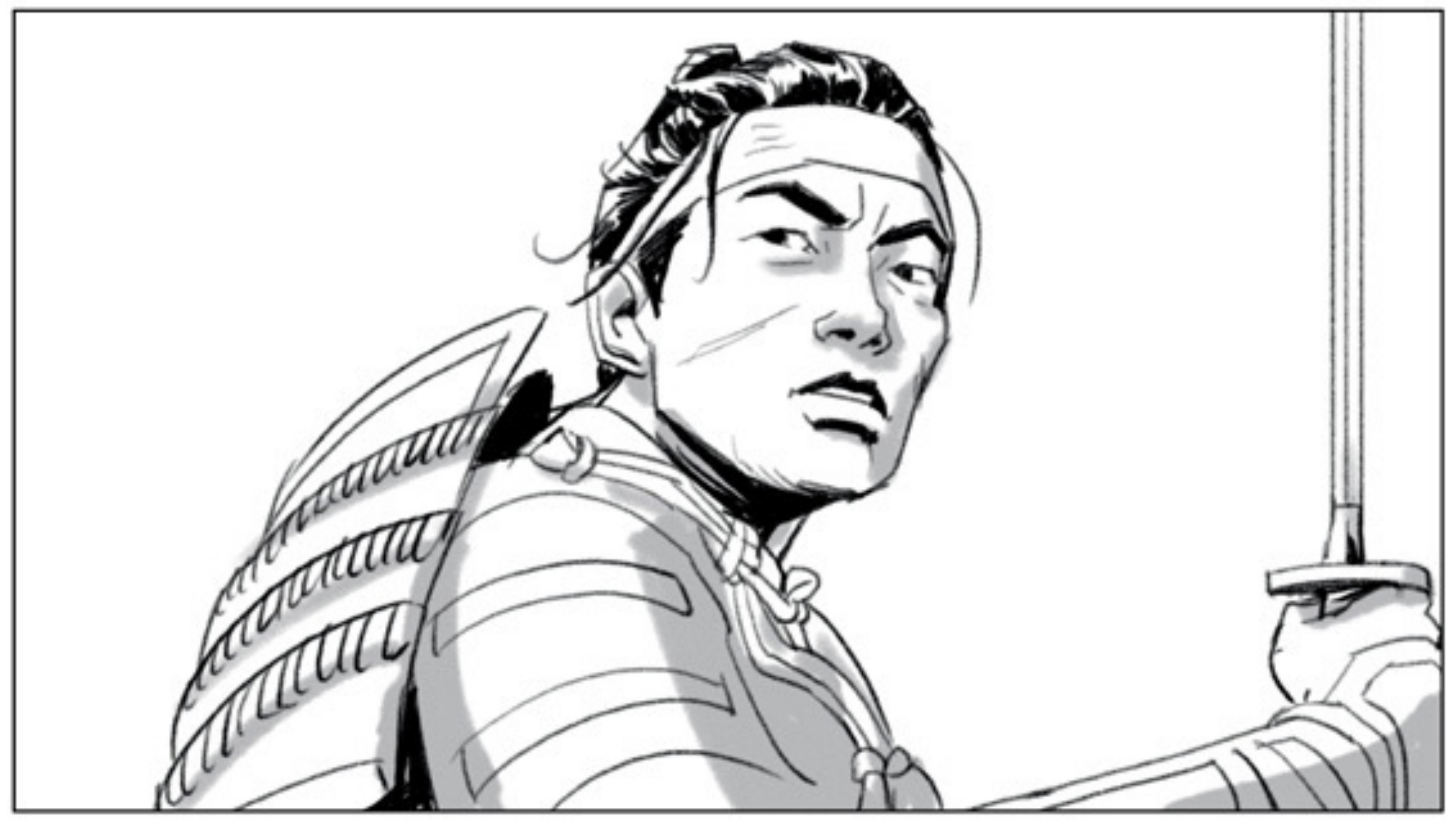
Sound of the gate SLAMS shut!



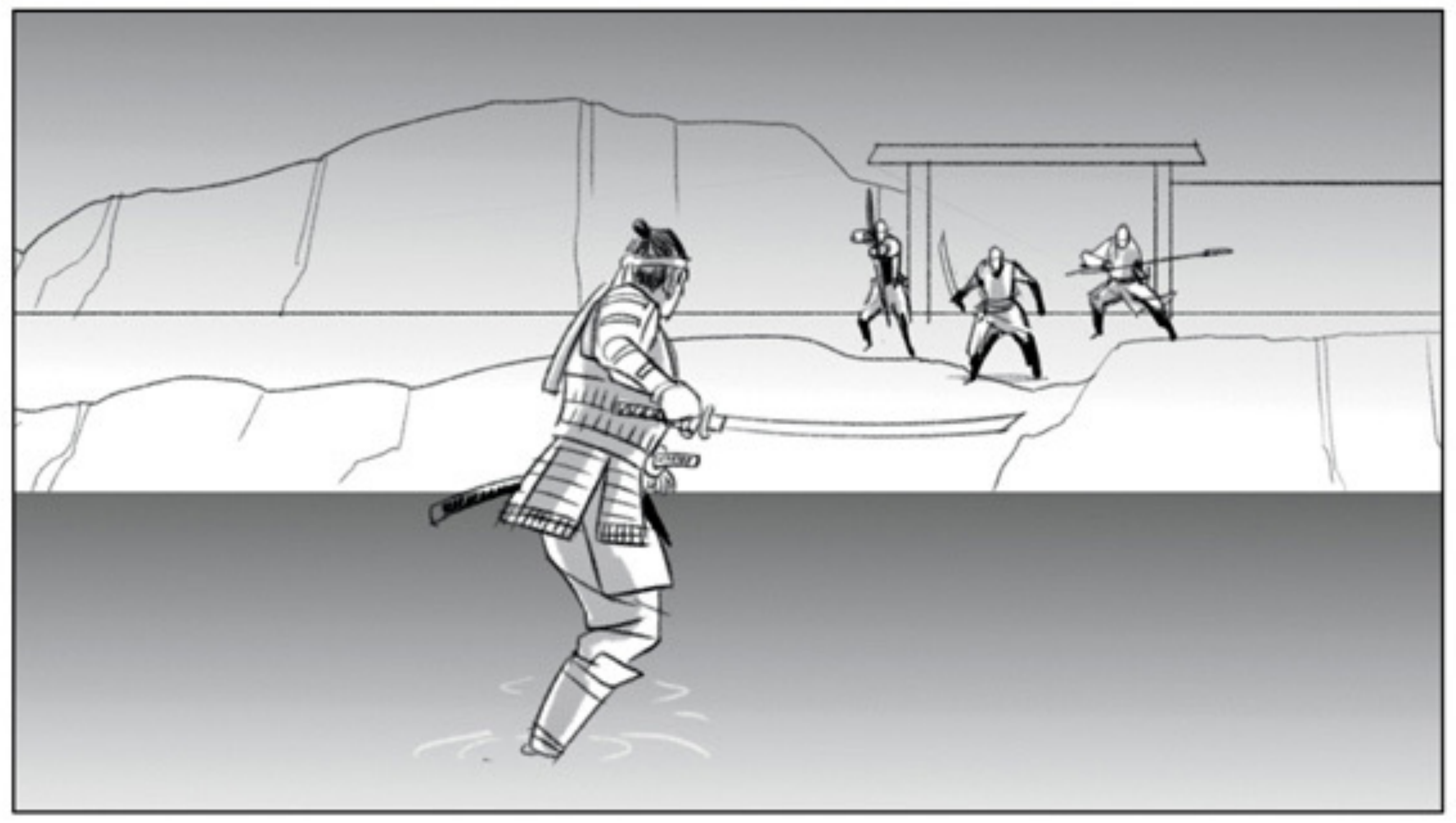
Jin turns around to see . . .



The traitorous ronin escapes!

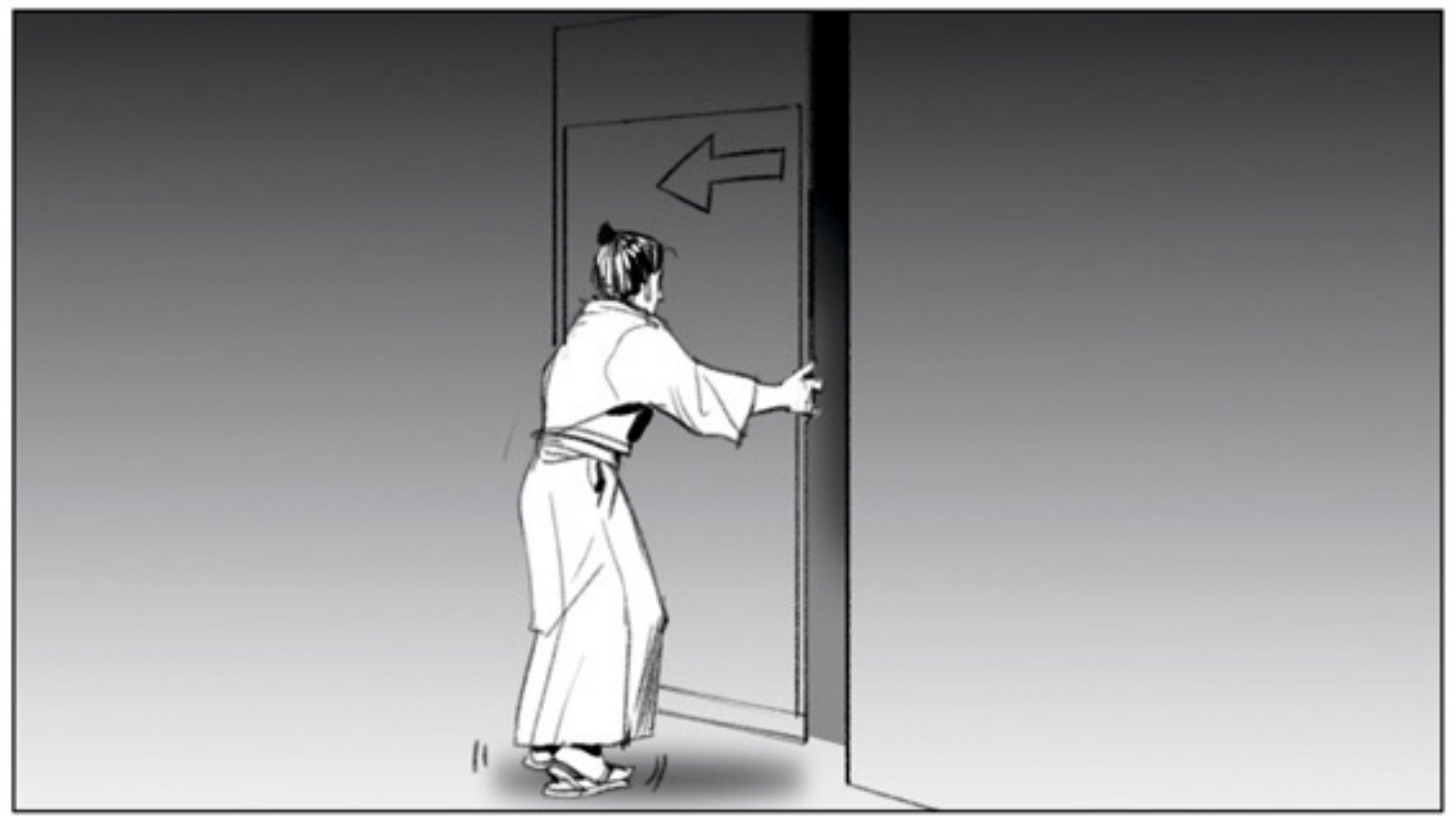


Jin gives a “I’ll get him later” look then . . .

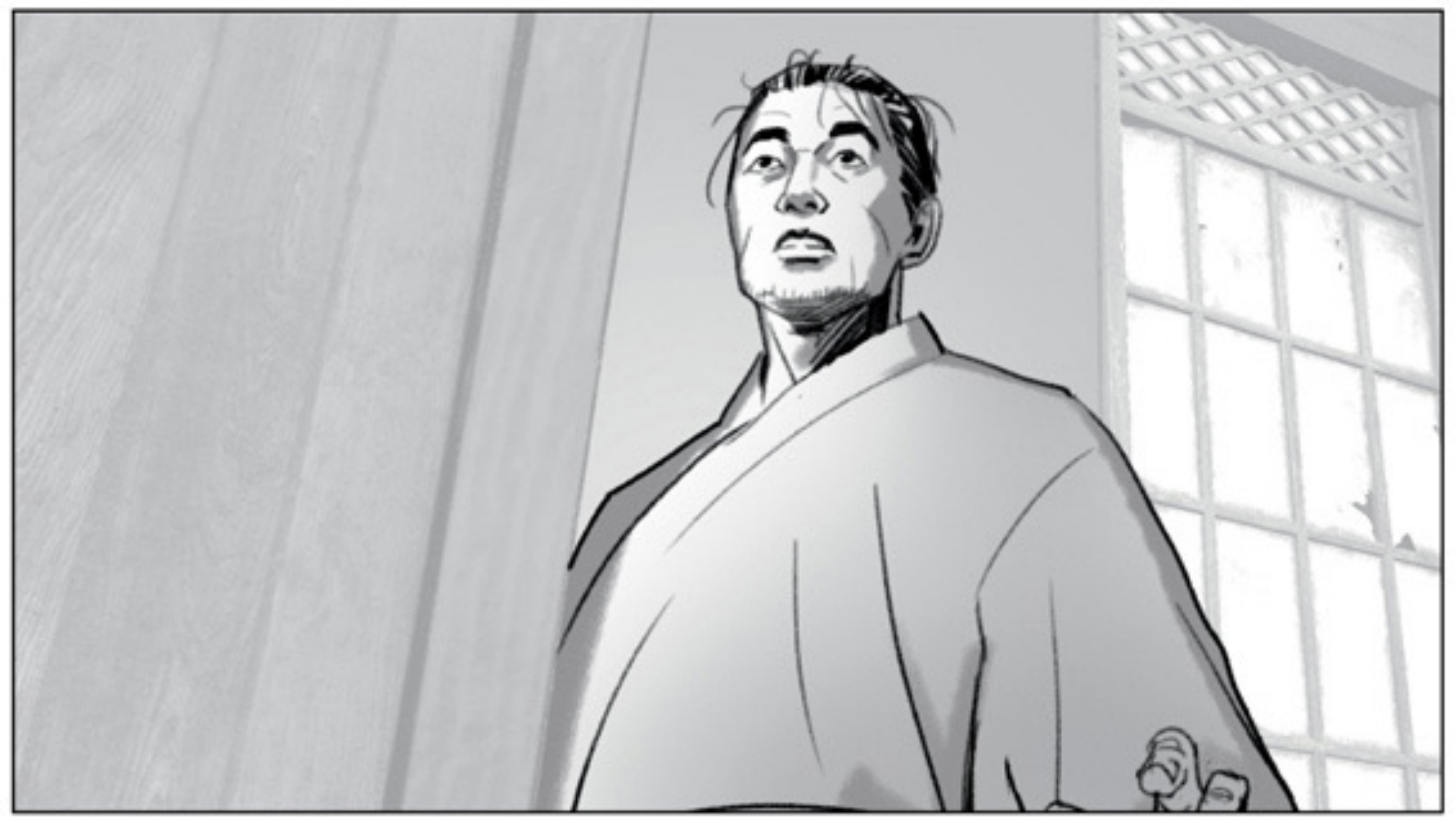


Camera pulls back to game view . . . HANDS ON!

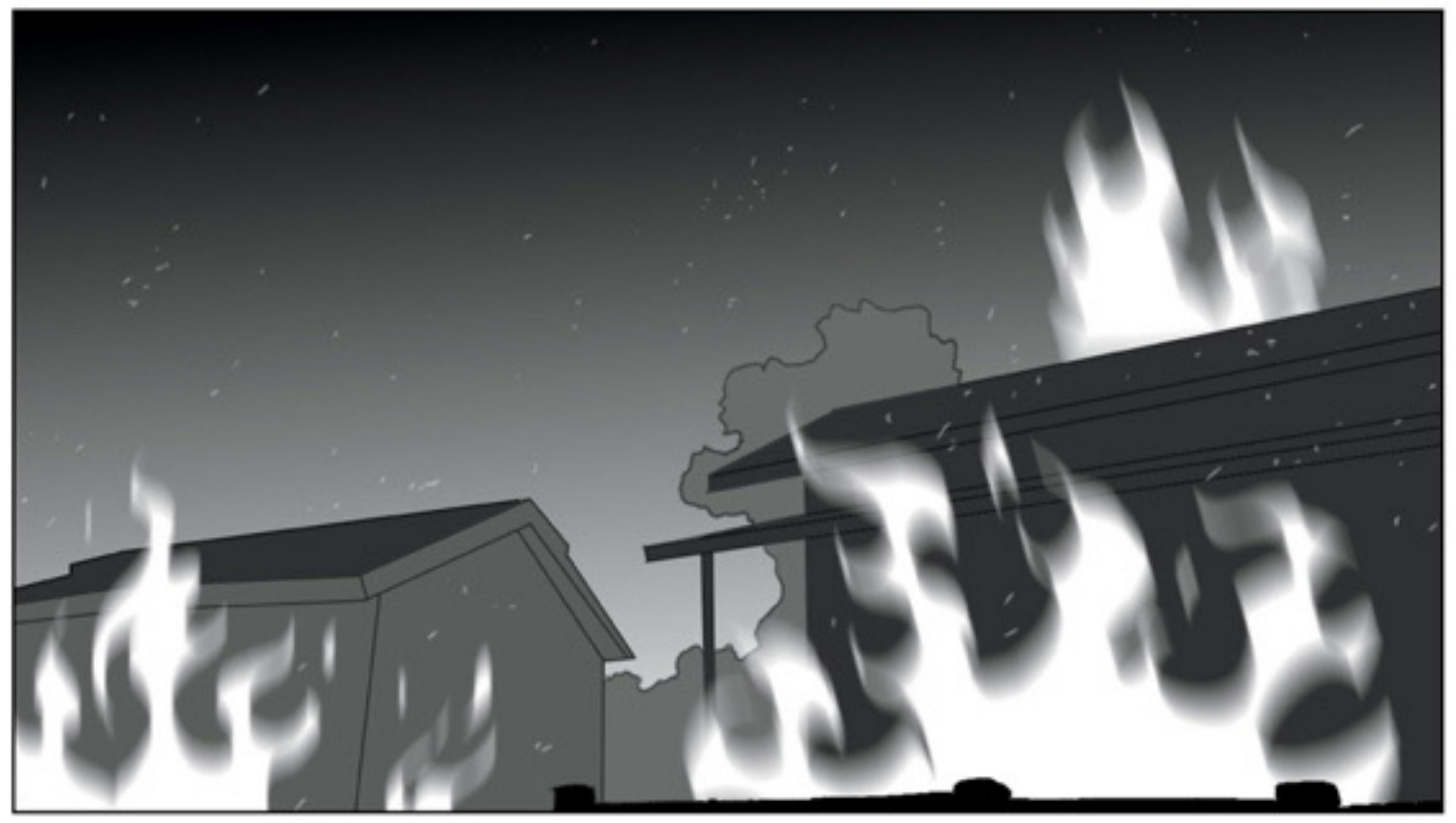
Meet Yuna



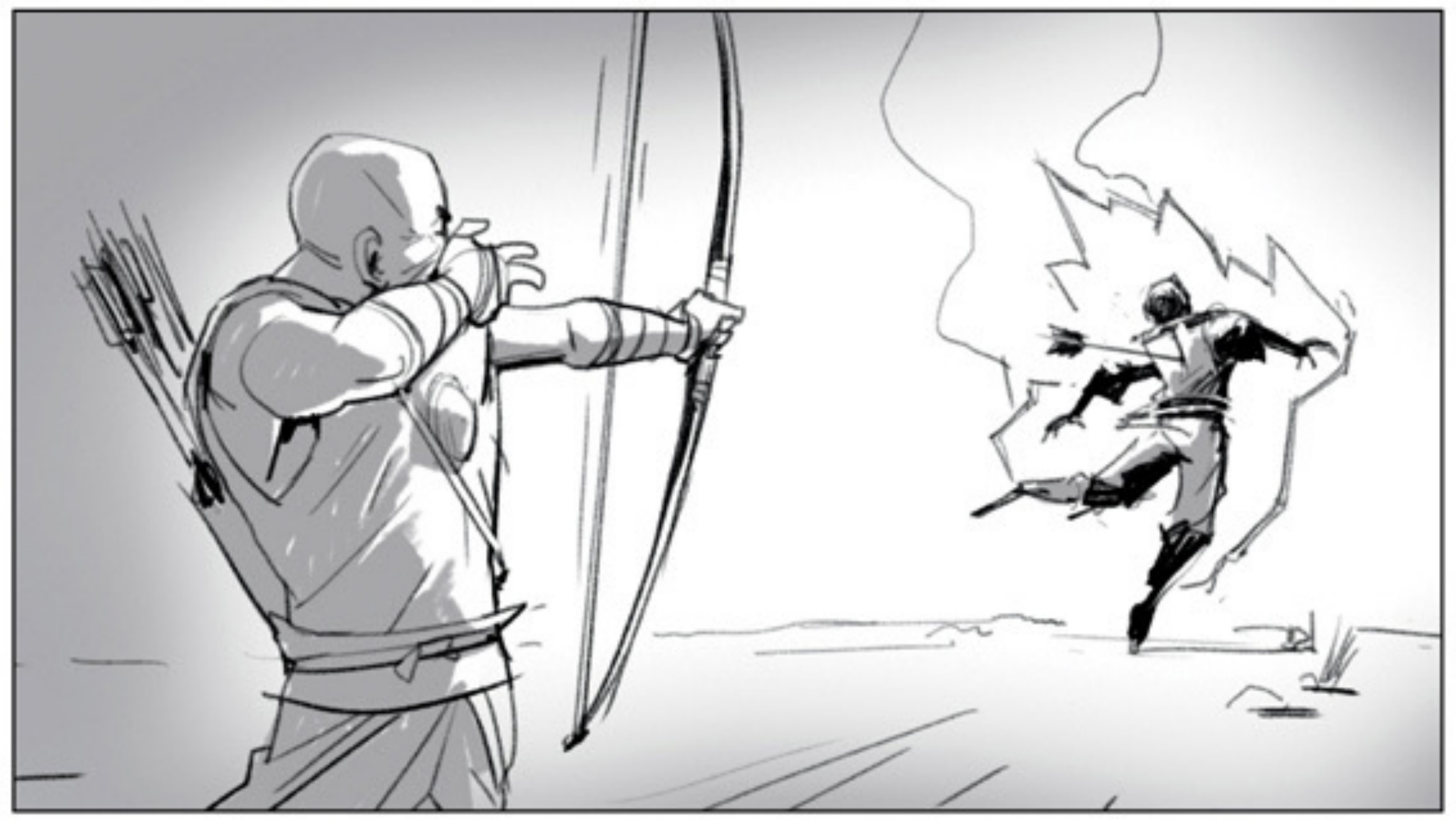
INTERIOR KOMODA PEASANT HOUSE
Jin cautiously slips into his sandals and opens the door. He steps outside to see . . .



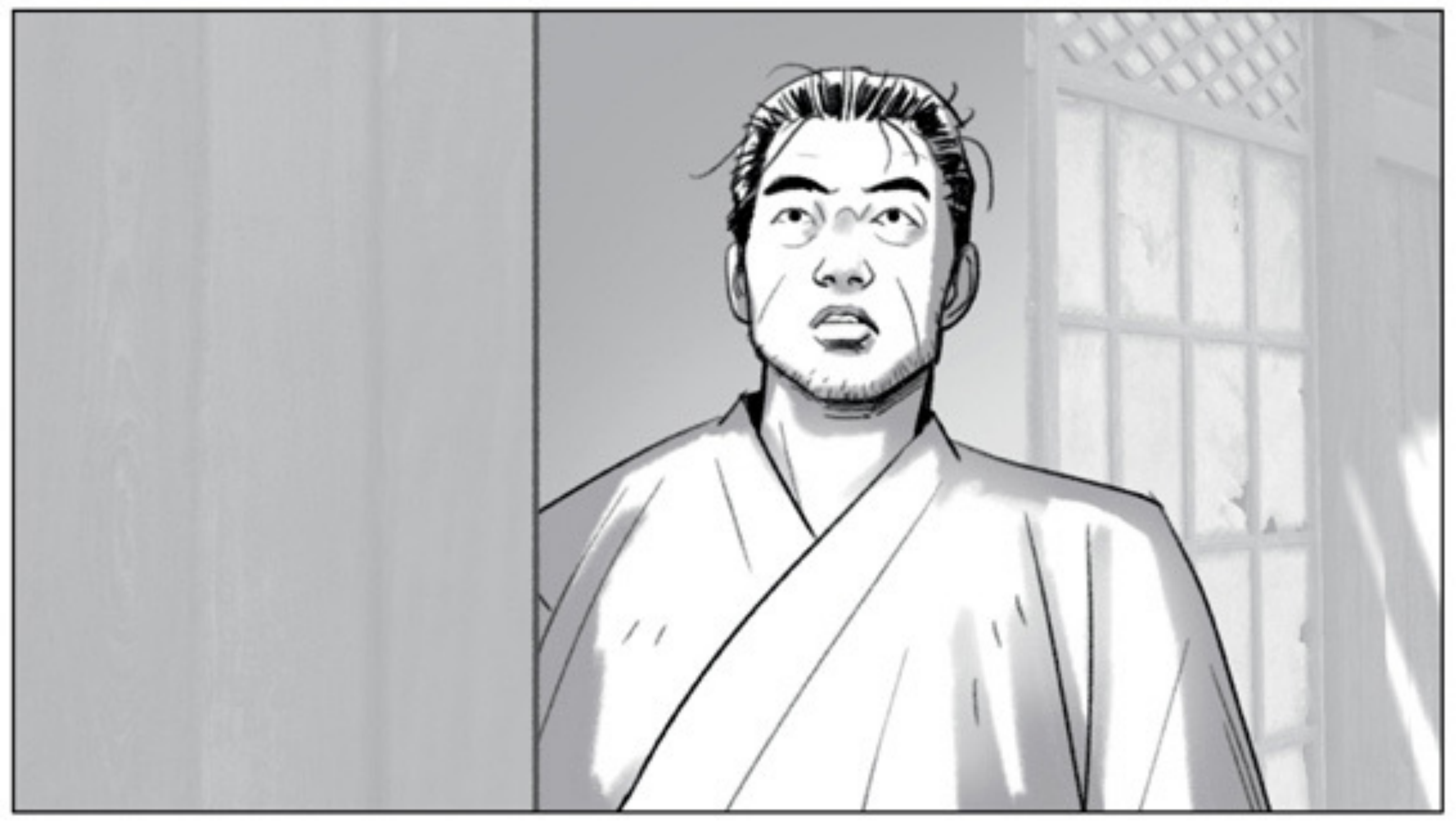
INTERIOR KOMODA - CONTINUOUS
The RAVAGED WASTELAND that was once Komoda.



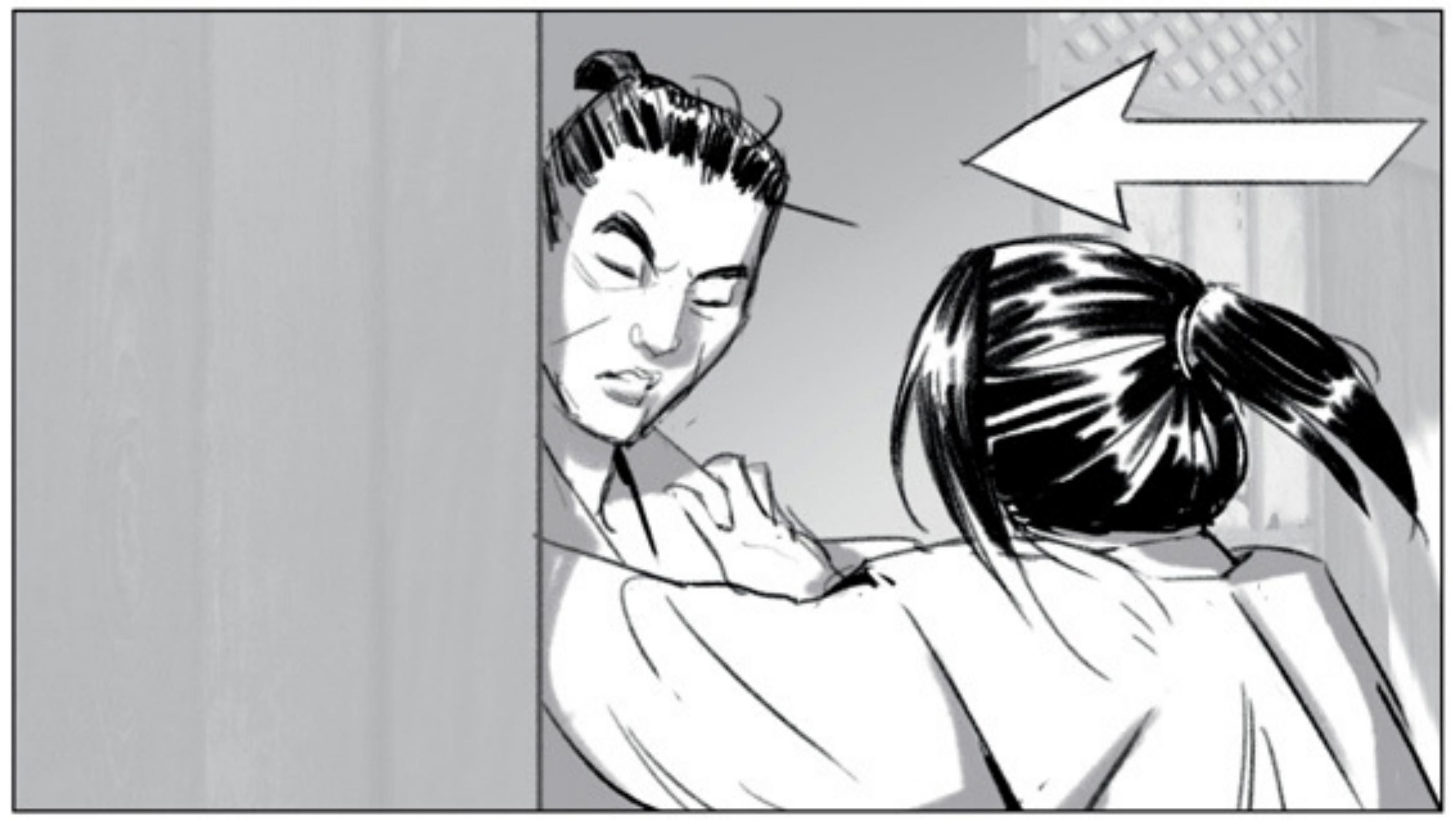
FIRE engulfs a hut. Mongols stand outside, arrows nocked.



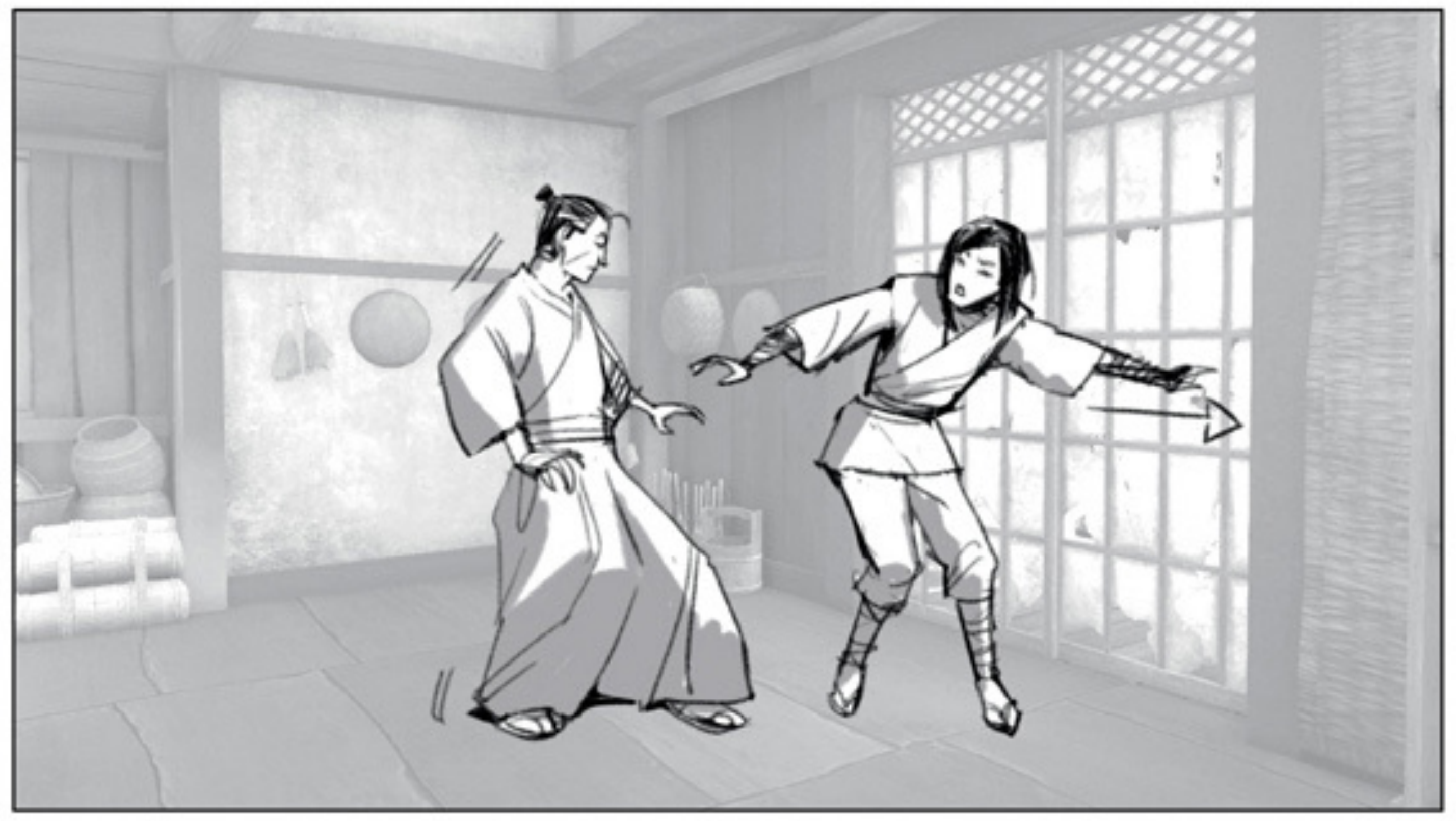
A single peasant runs SCREAMING from his burning home. The Mongols shoot him down with a volley of arrows.



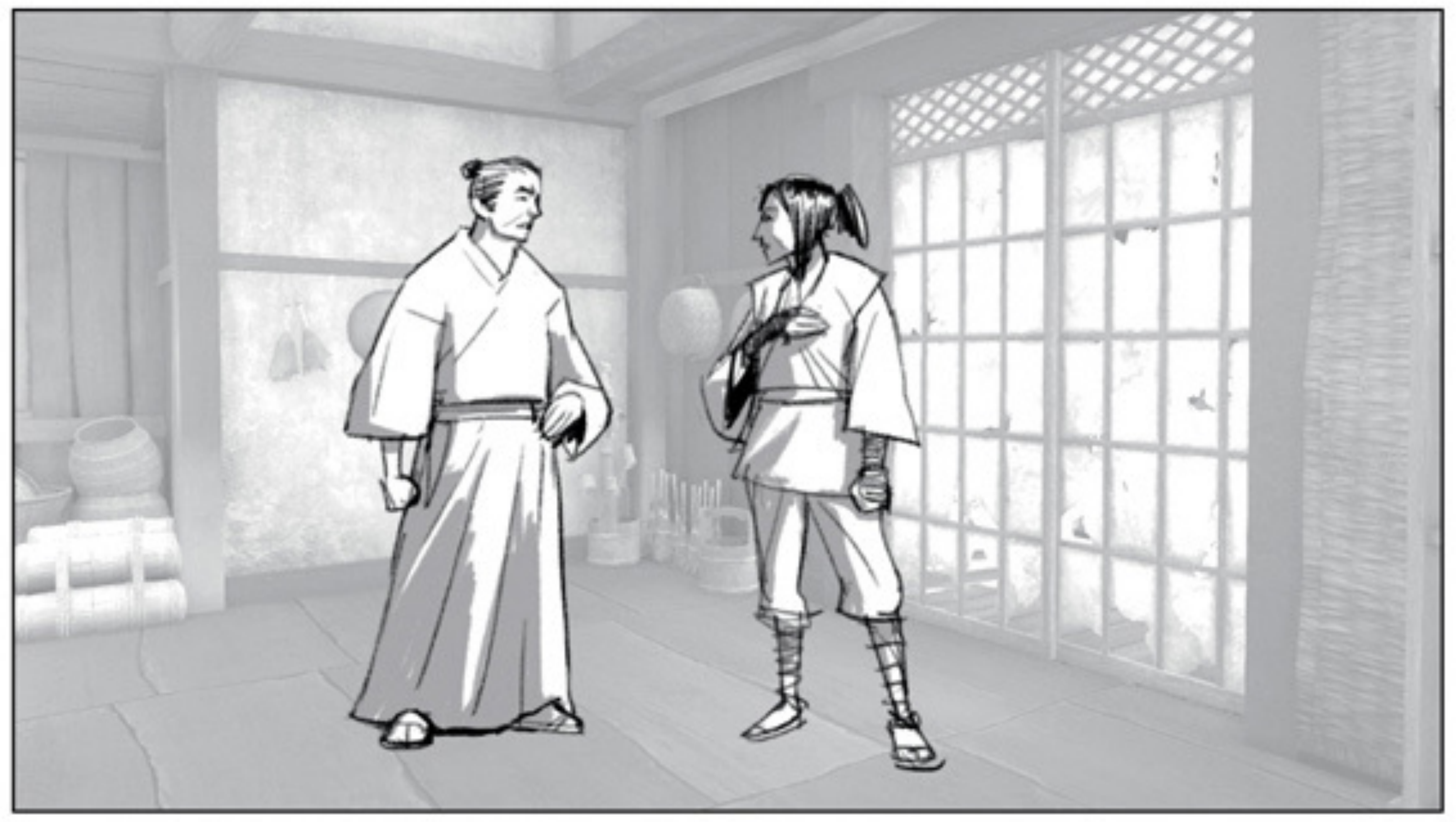
Jim watches in shocked horror when—



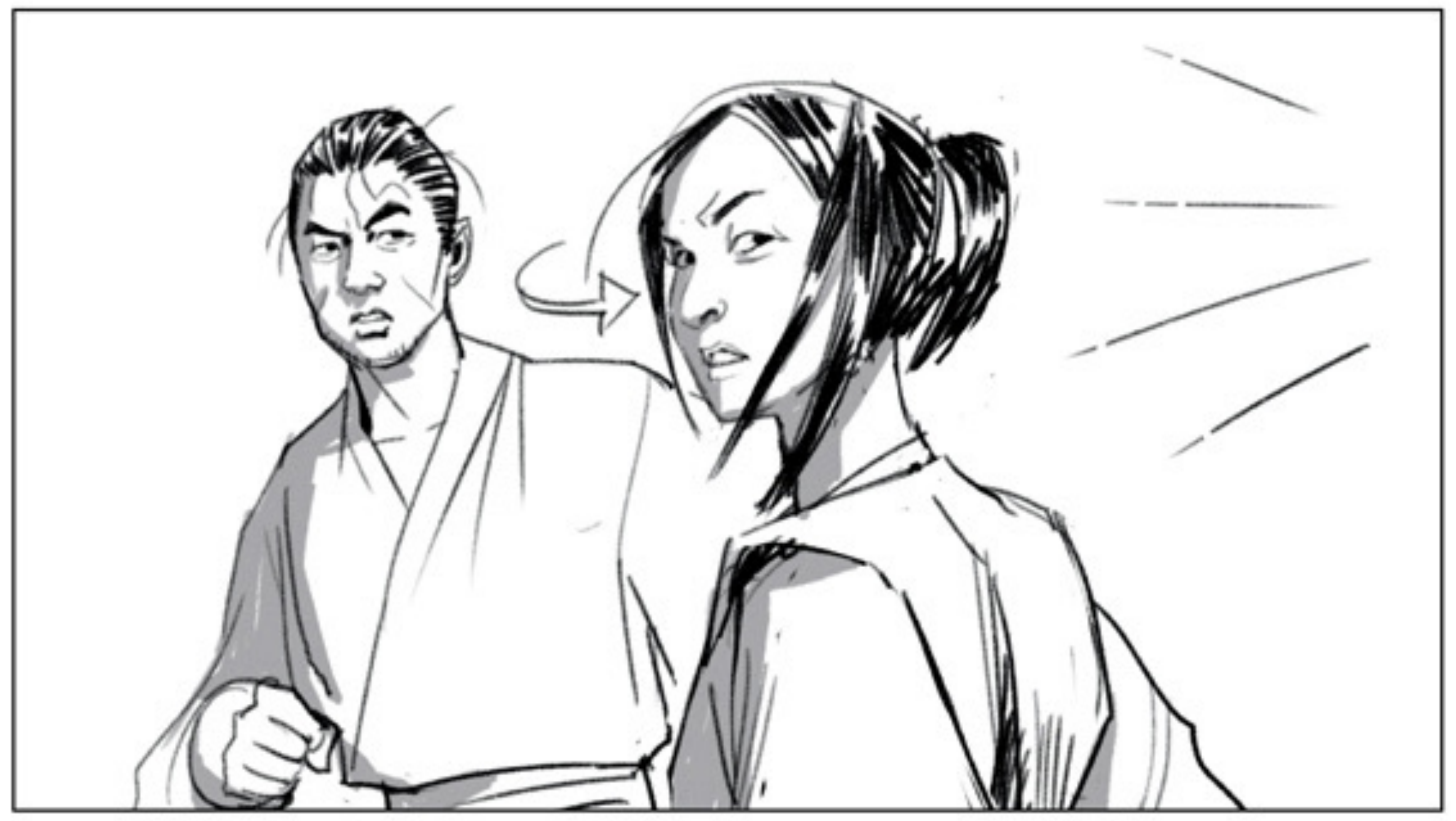
YUNA: “Back inside. Now!”
She runs into the house, pulling Jin afer her . . .



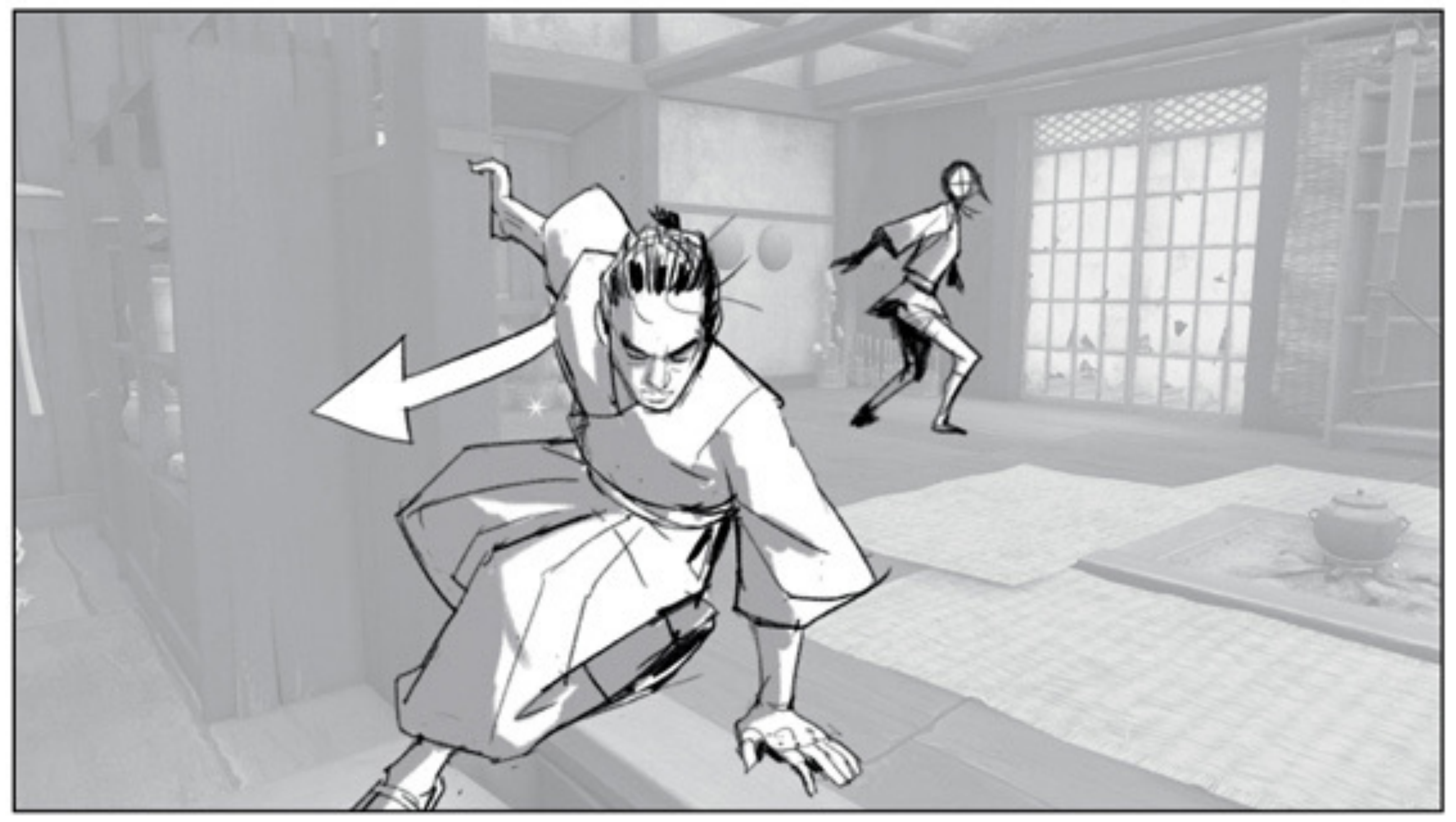
INTERIOR KOMODA PEASANT HOUSE - CONTINUOUS
Yuna SLAMS the door shut.
YUNA: “How are the stitches? Can you run?”



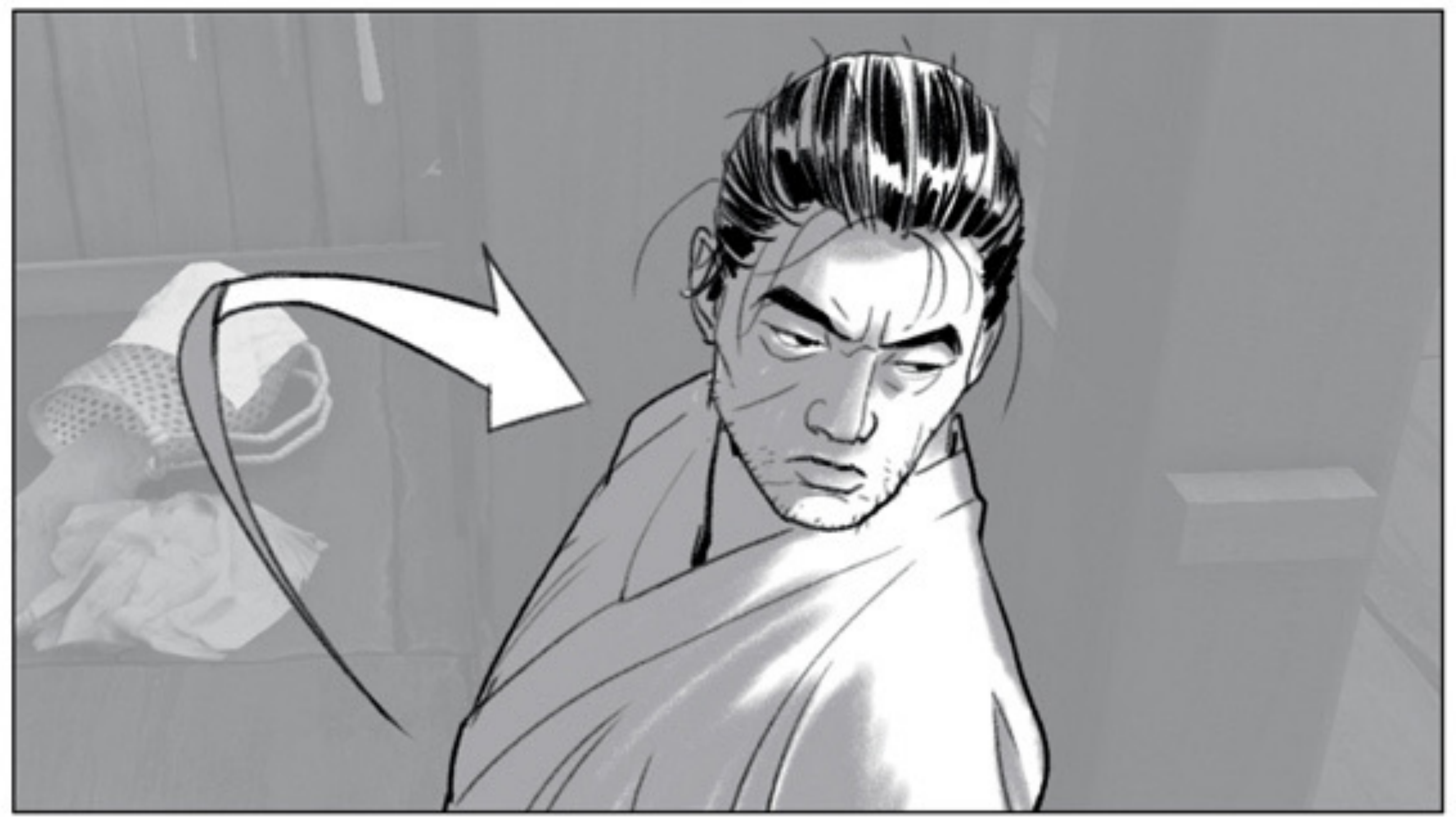
JIN (Trying to process): “I think so . . .”
(a beat) “Where’s my sword?”
YUNA: “Not here. But I can help you get it.”

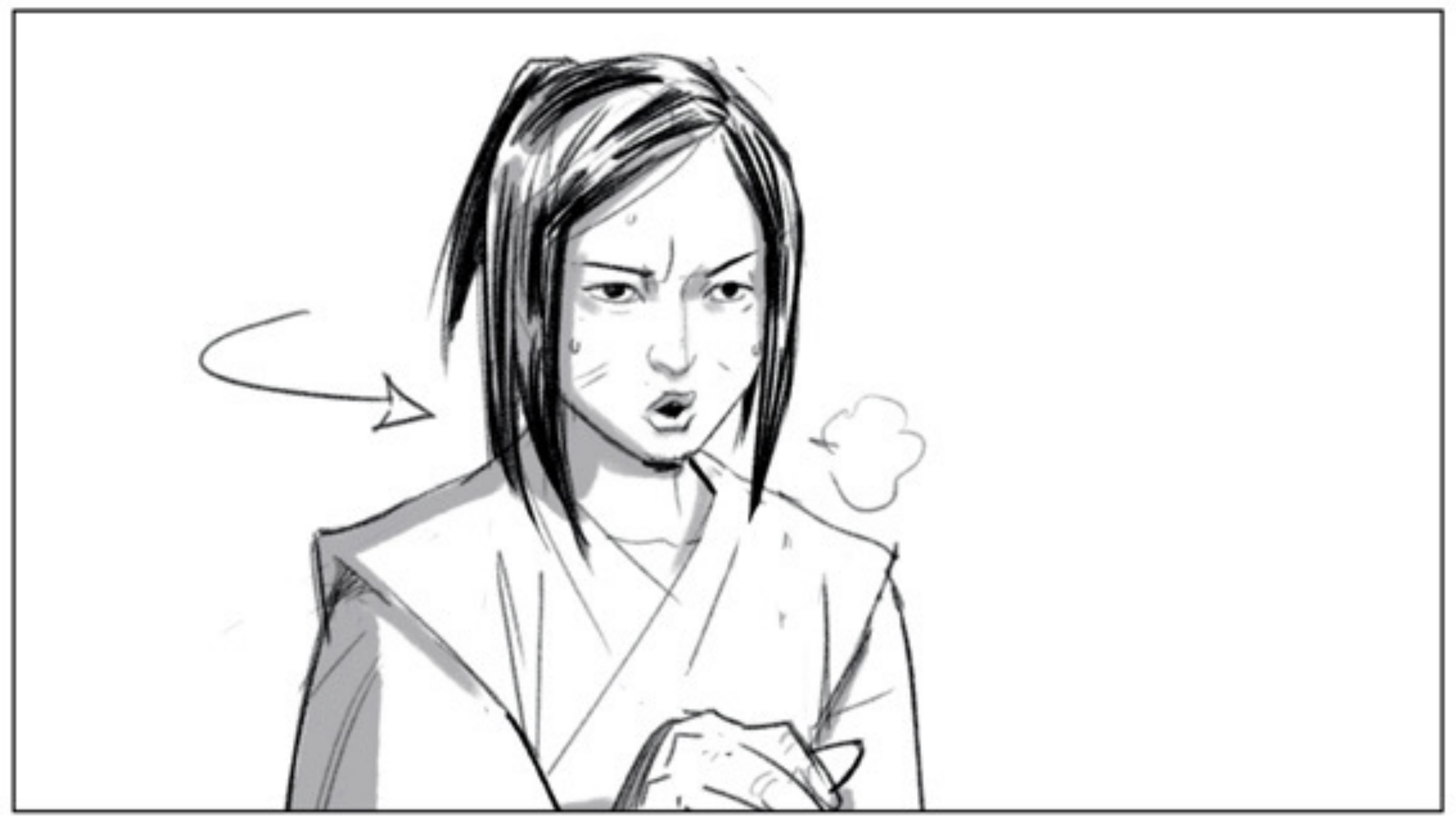


A Mongol SHOUTS just outside the house.
MONGOL (O.S). (“Come out!”): “Garaad ir!”
YUNA: (hushed, to Jin): “I’ll handle this.”

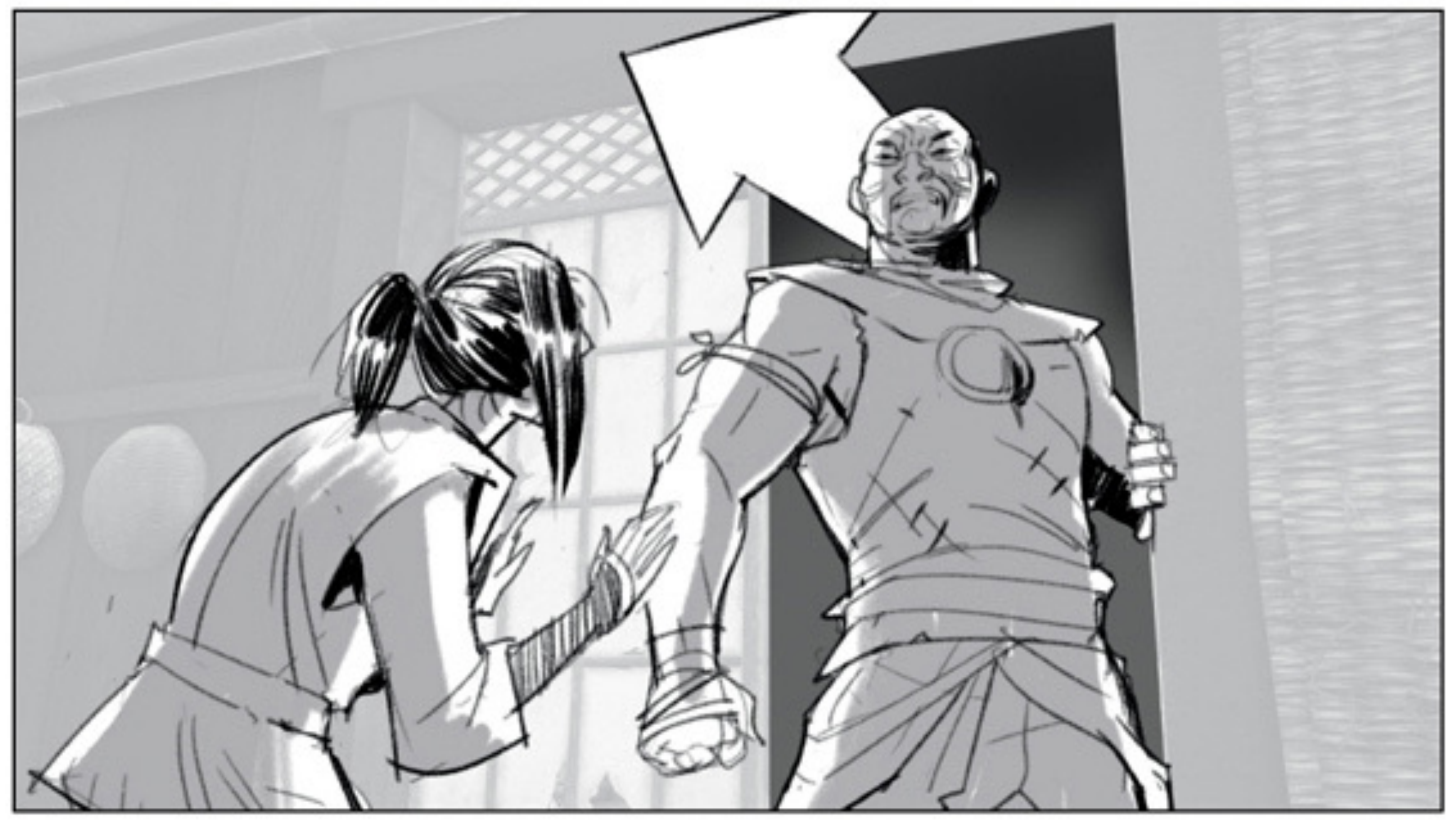


YUNA (CONT'D): "Hide."

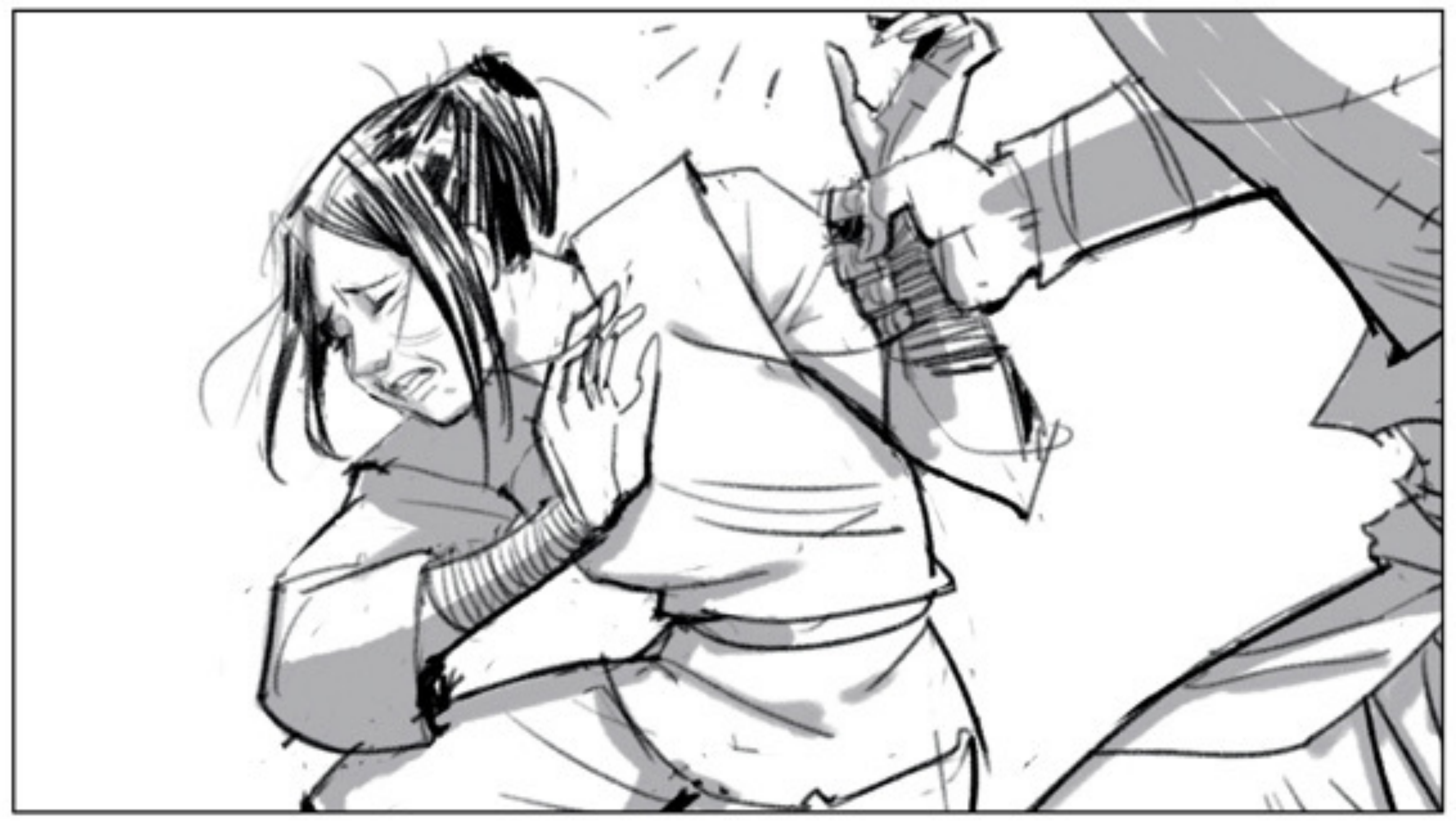




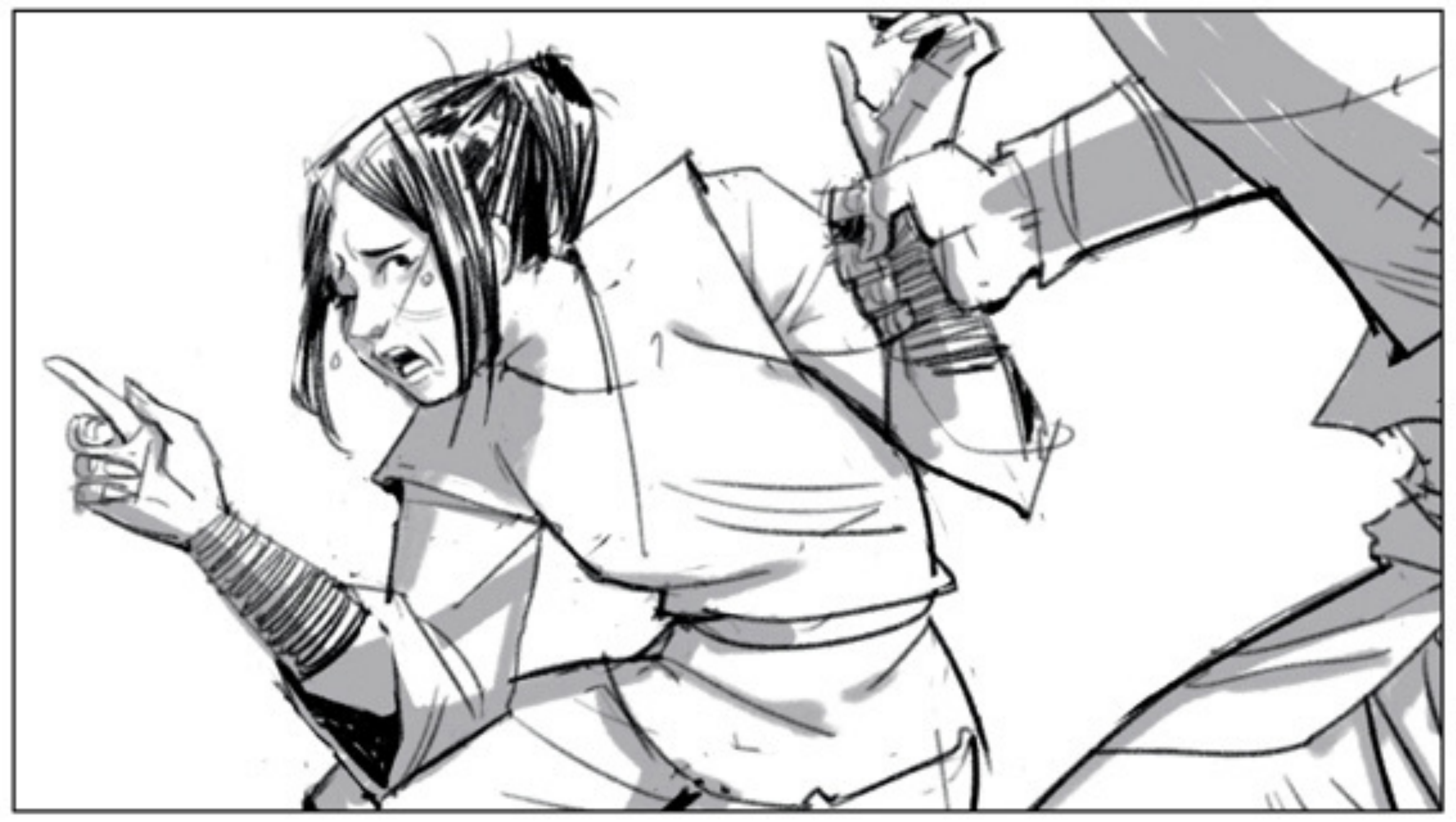
Yuna moves to the door. She takes a deep breath . . .



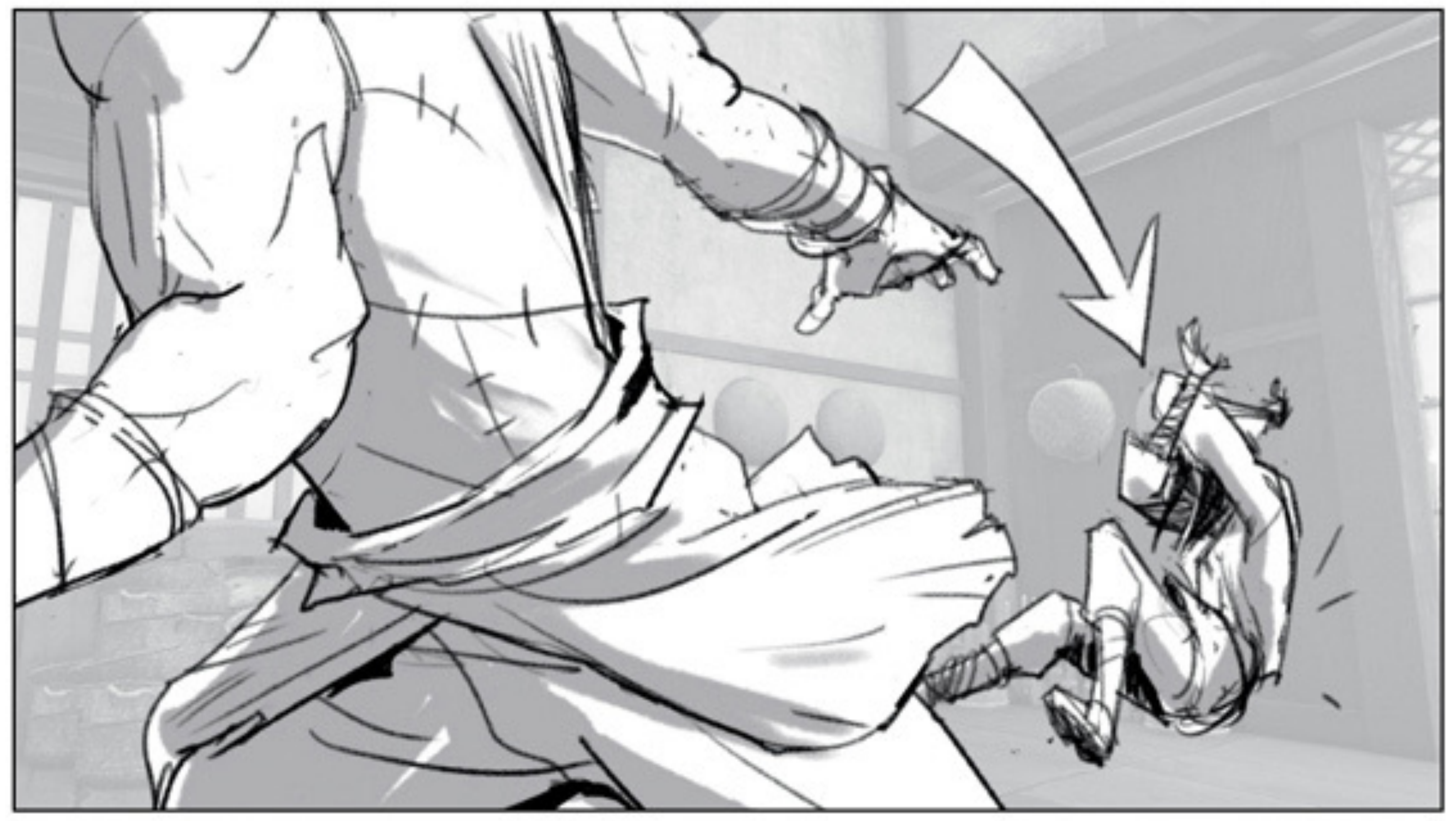
Yuna opens the door.
YUNA (playing terrified): "Please don't hurt me!"



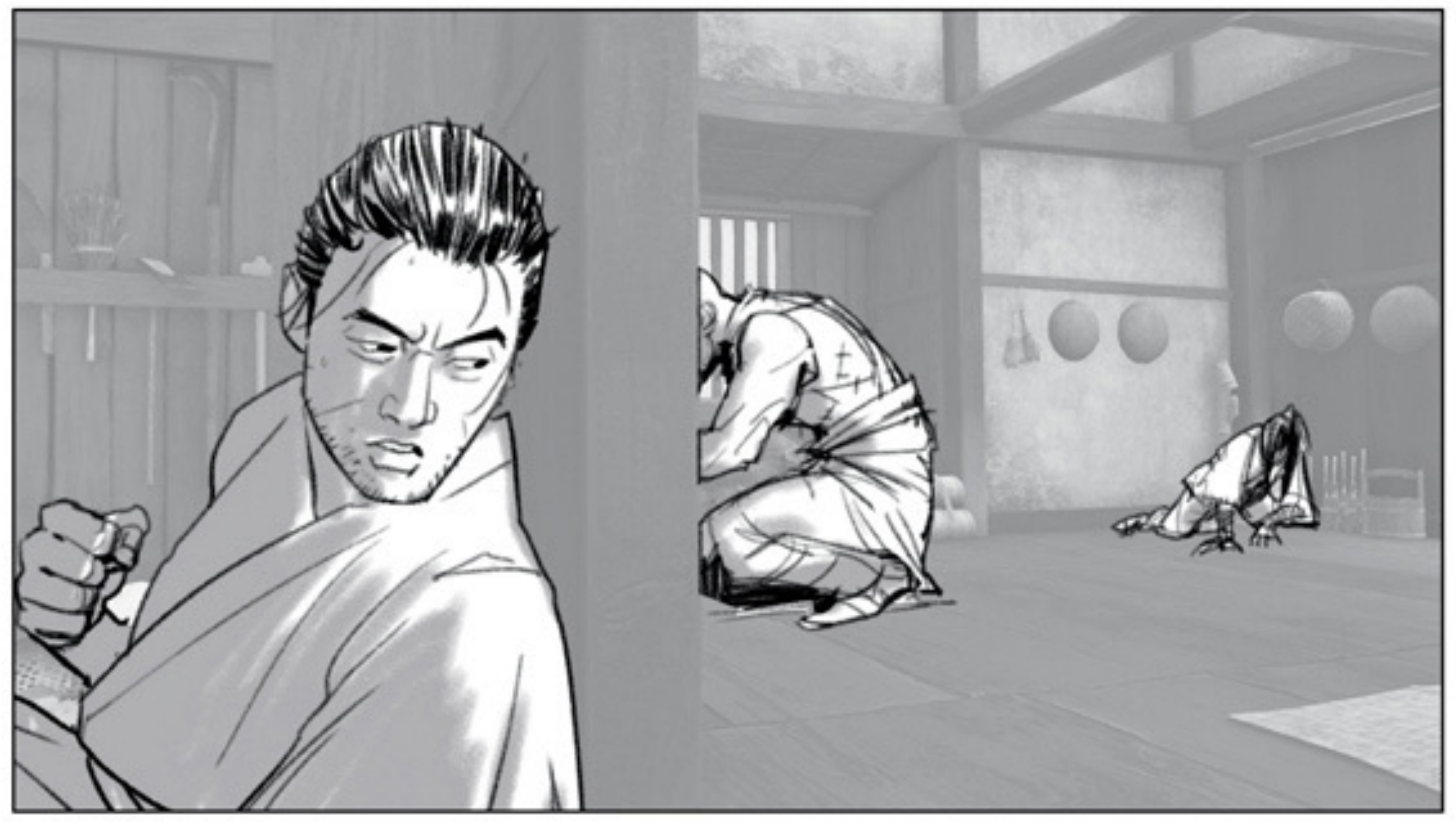
MONGOL SOLDIER charges inside. He looks around, and grabs her.
MONGOL ("Show me," menacing): "Nadad üzüüleech. Rice."



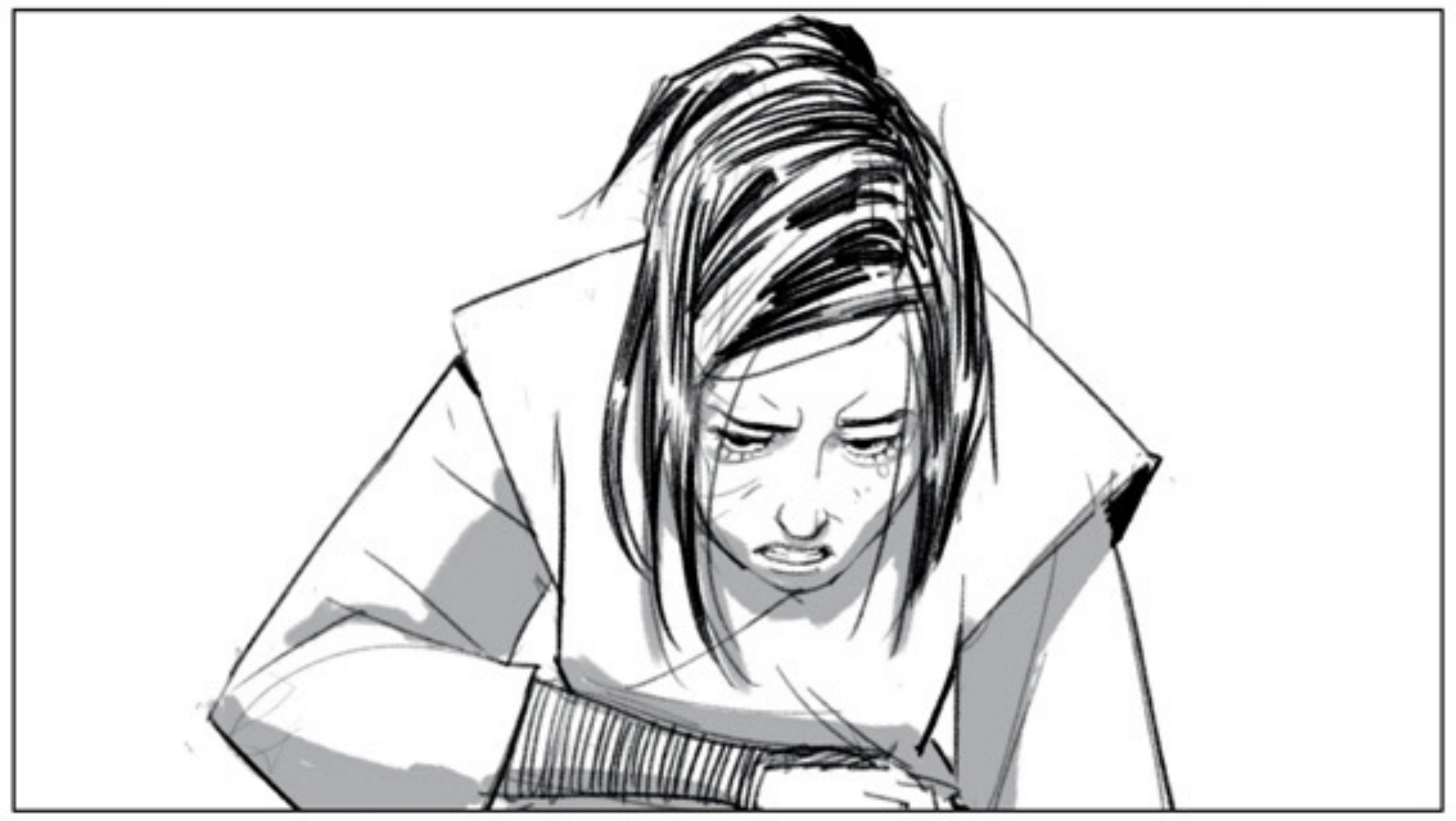
YUNA (playing terrified): "I have some wheat. Please, take it . . ."

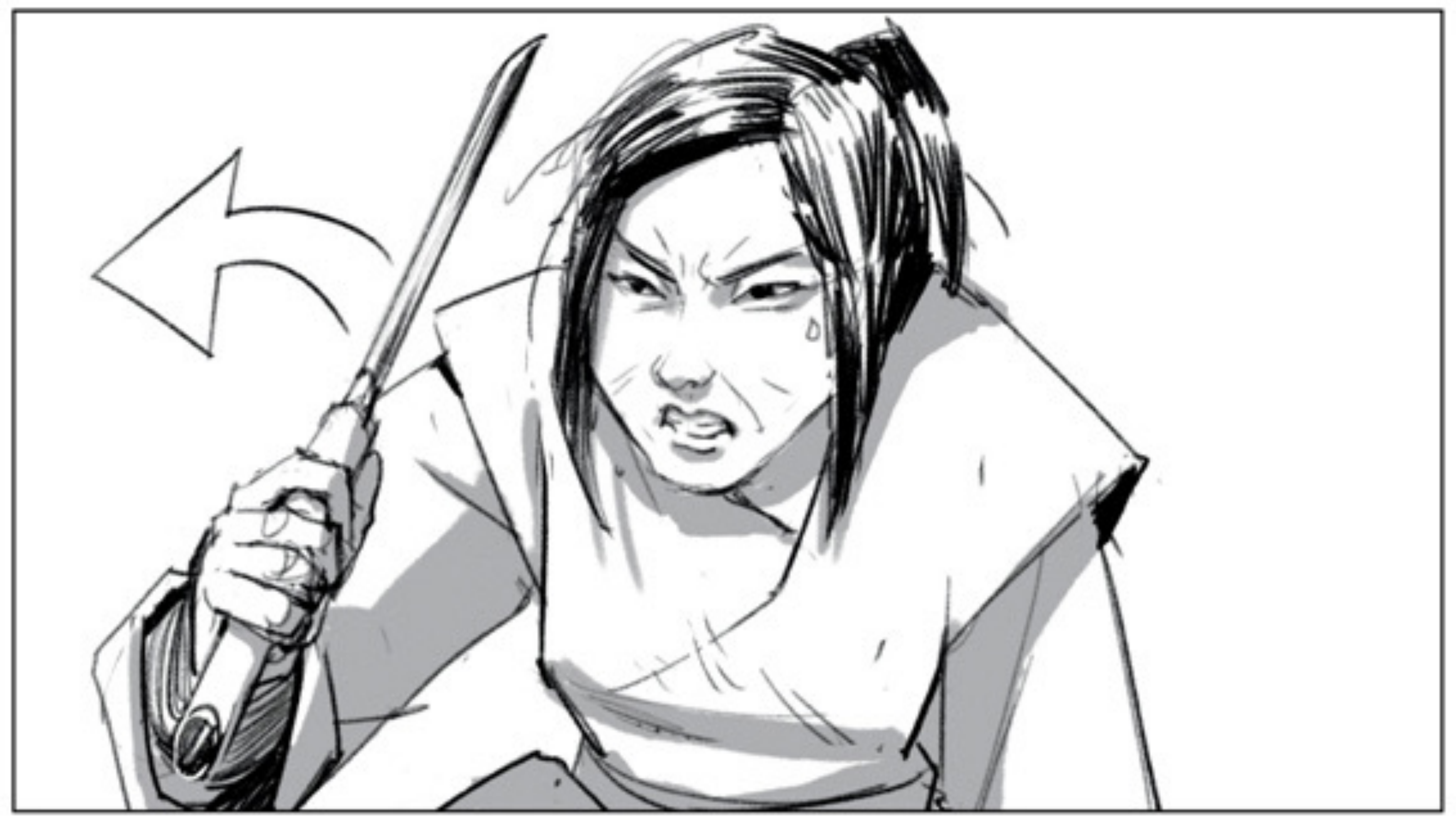


The Mongol shoves her away. She quietly SOBS in the corner.

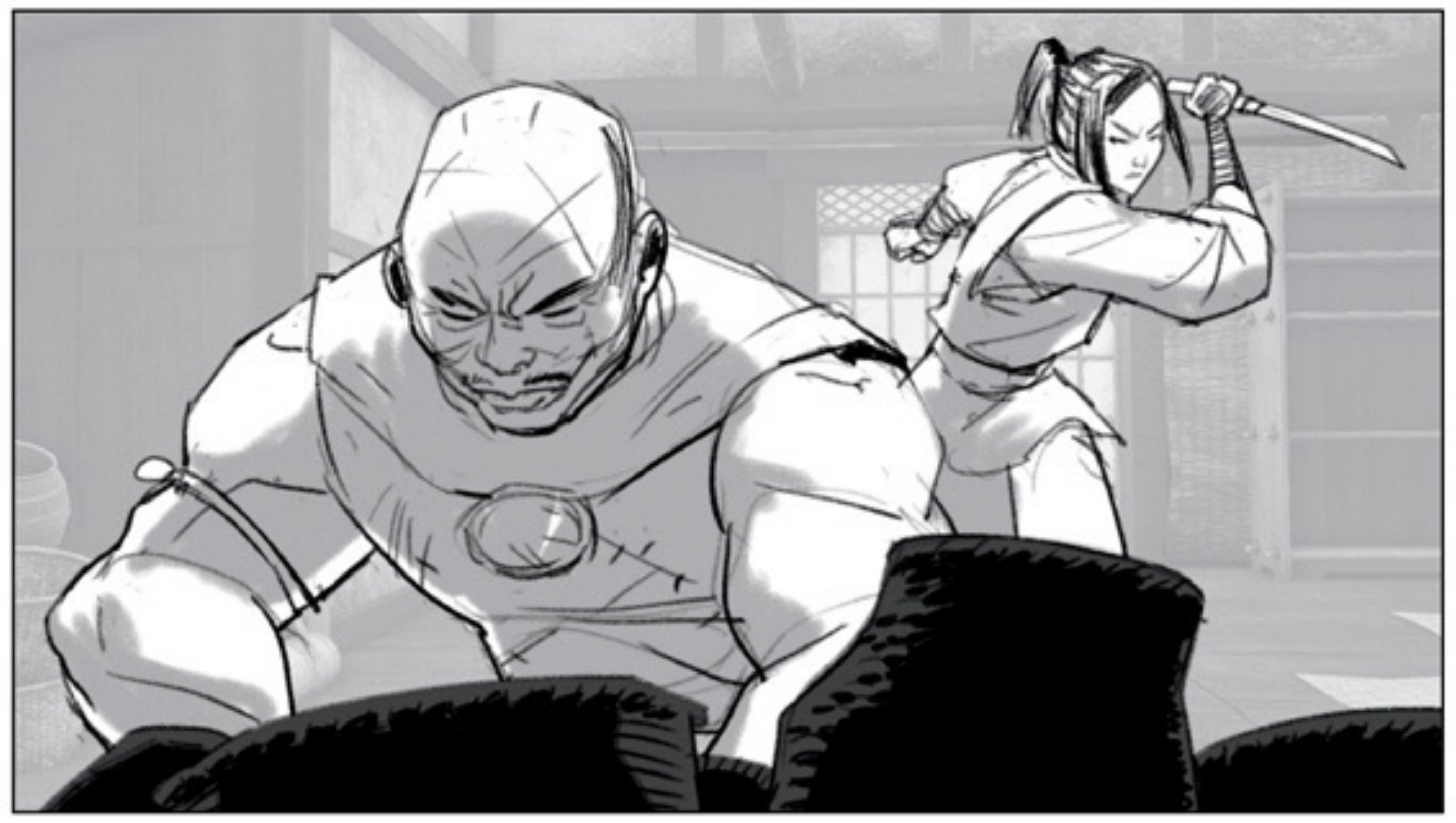


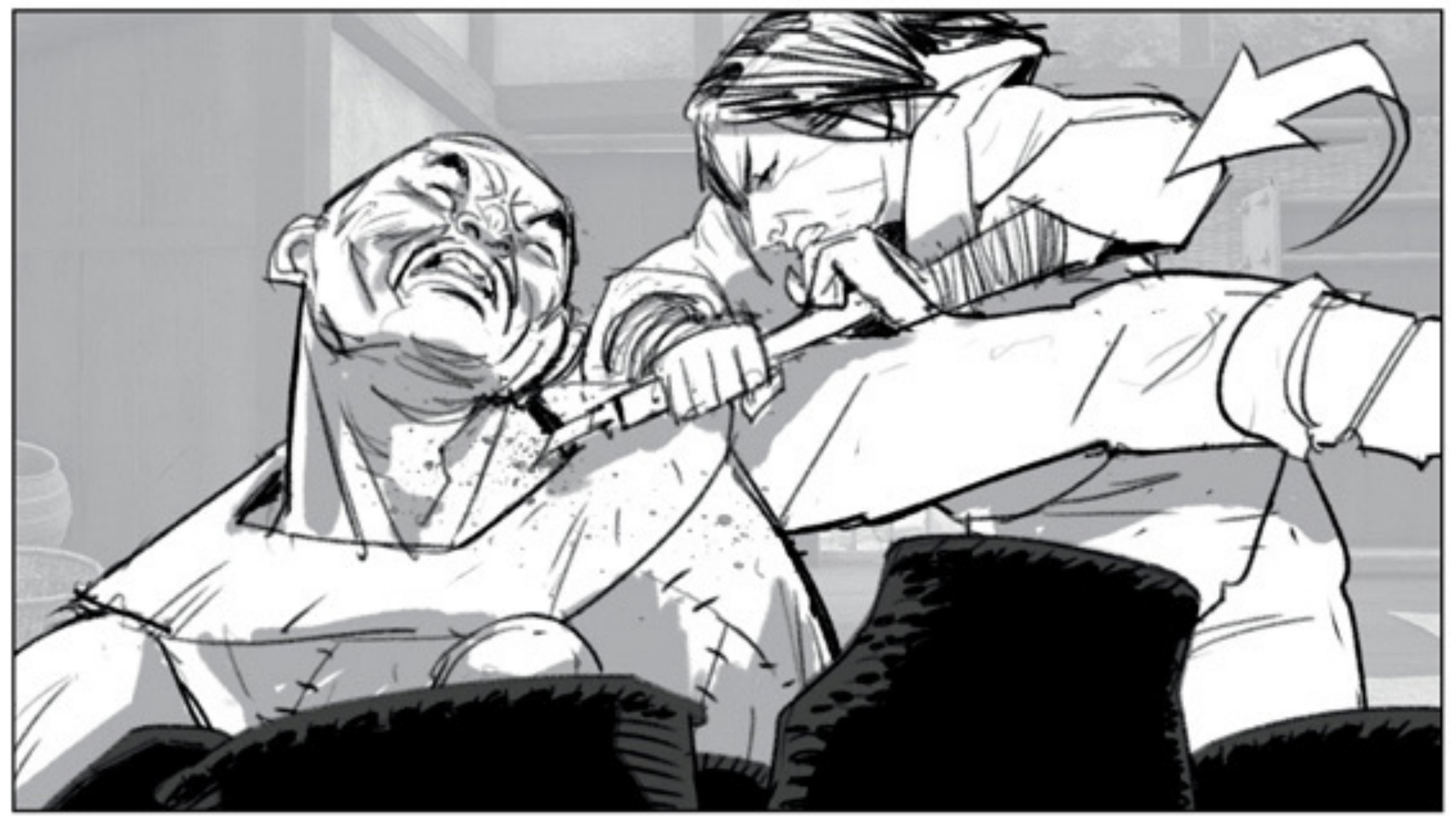
Jin listens from his hiding place. He prepares to fight the Mongol bare-handed. But before he can act—



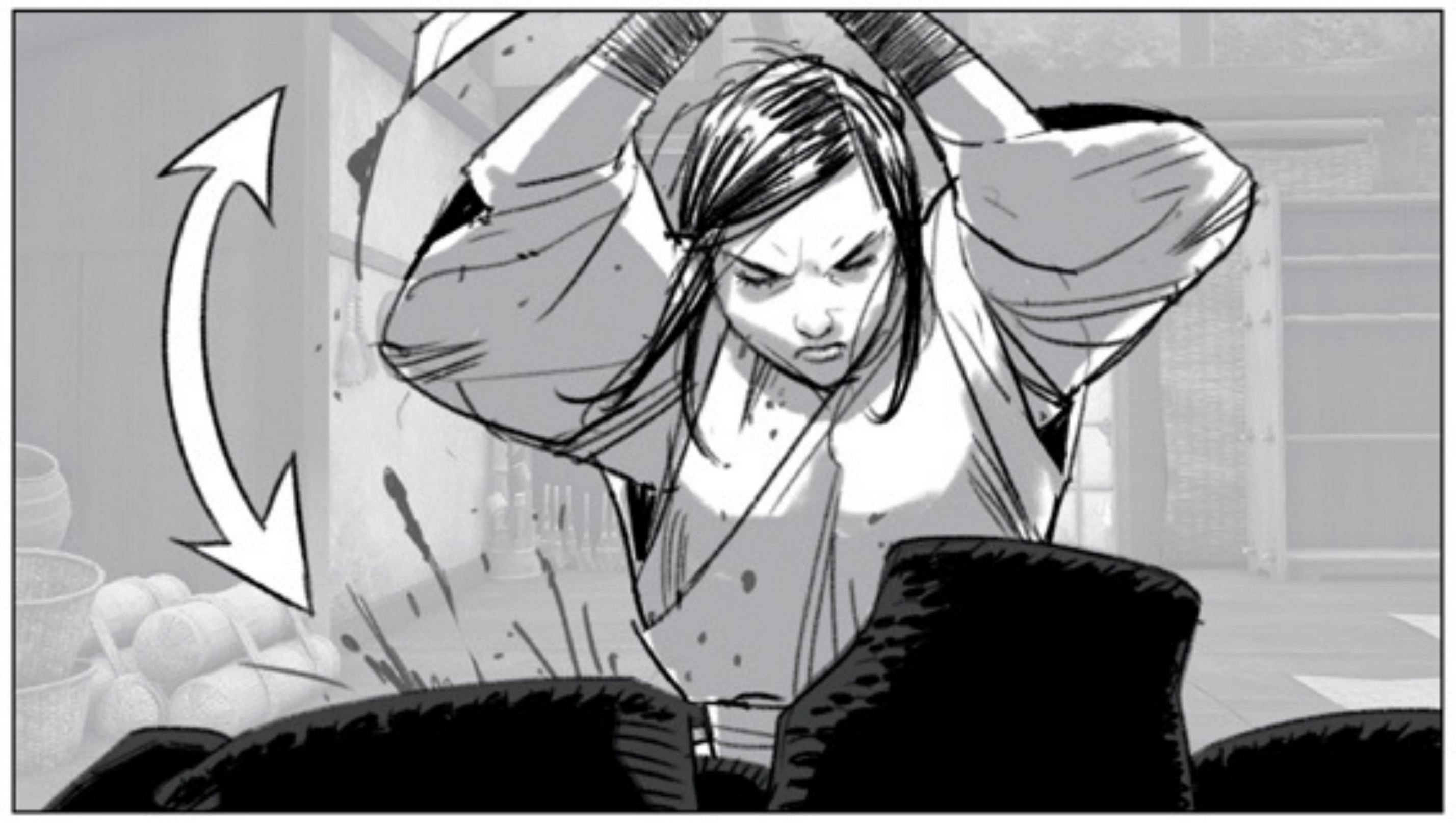


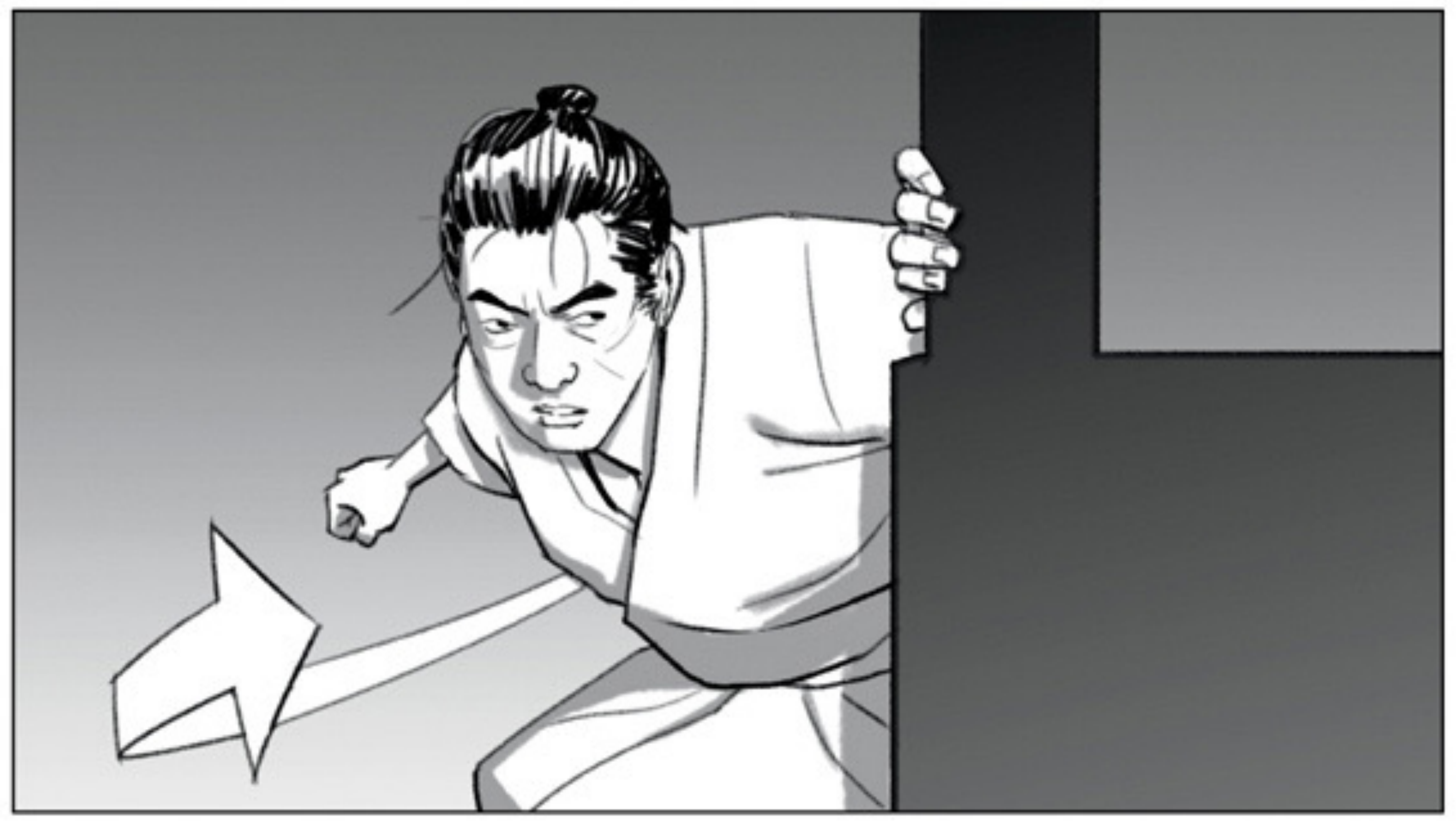
Yuna stalks silently toward the Mongol. Still “sobbing,” with murder in her eyes as she—



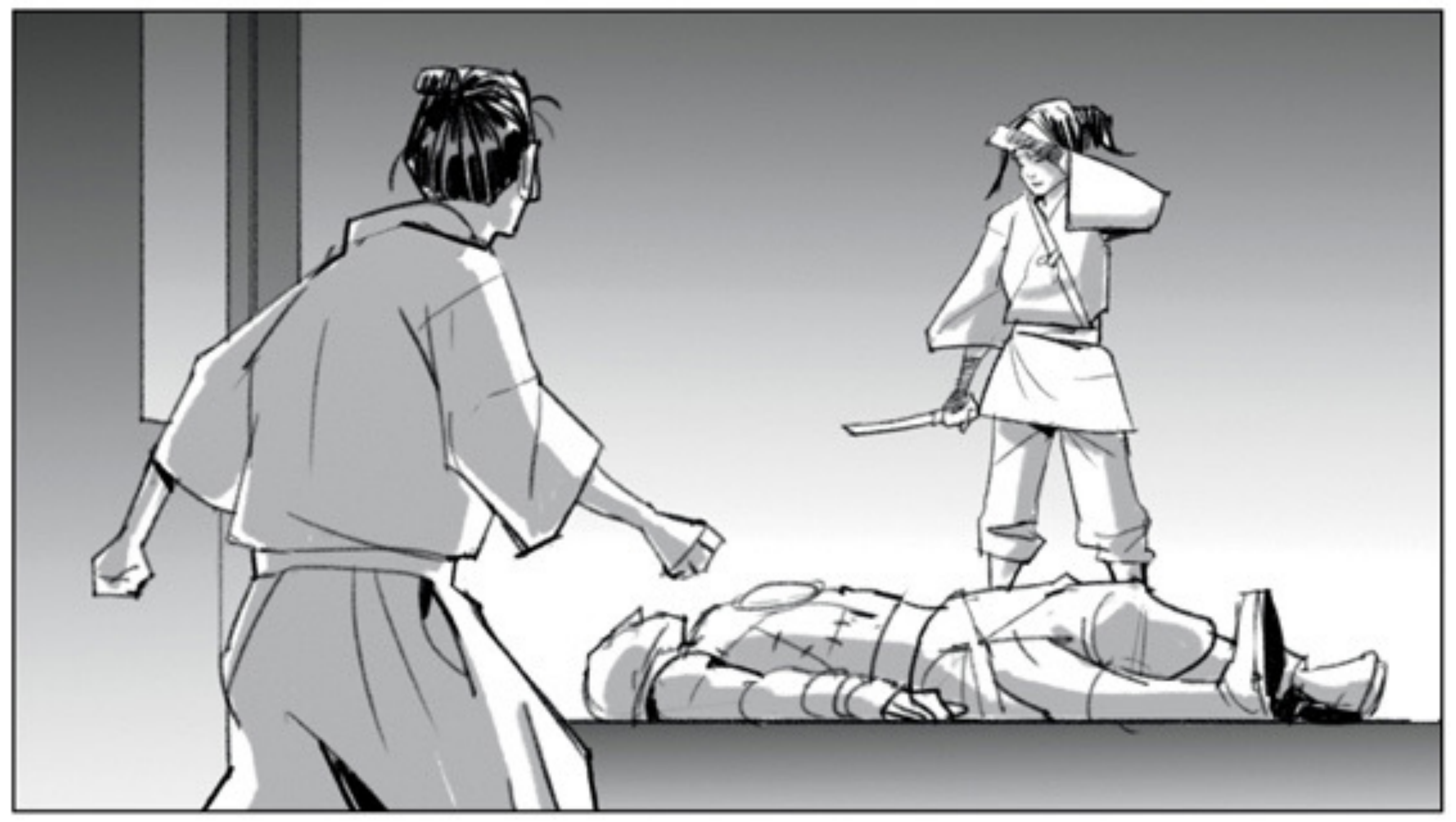


Thrusts a blade through the Mongol’s throat!

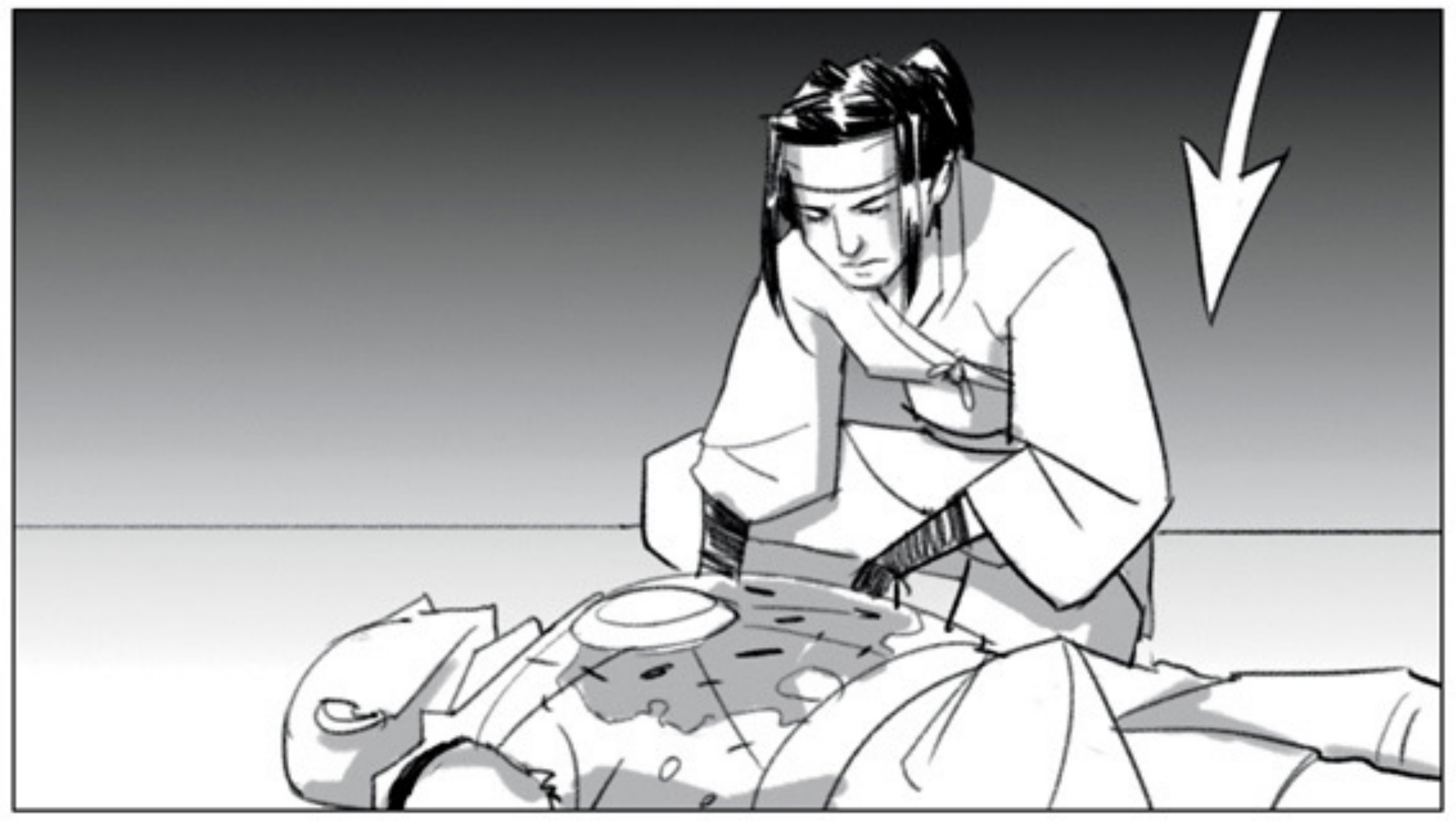




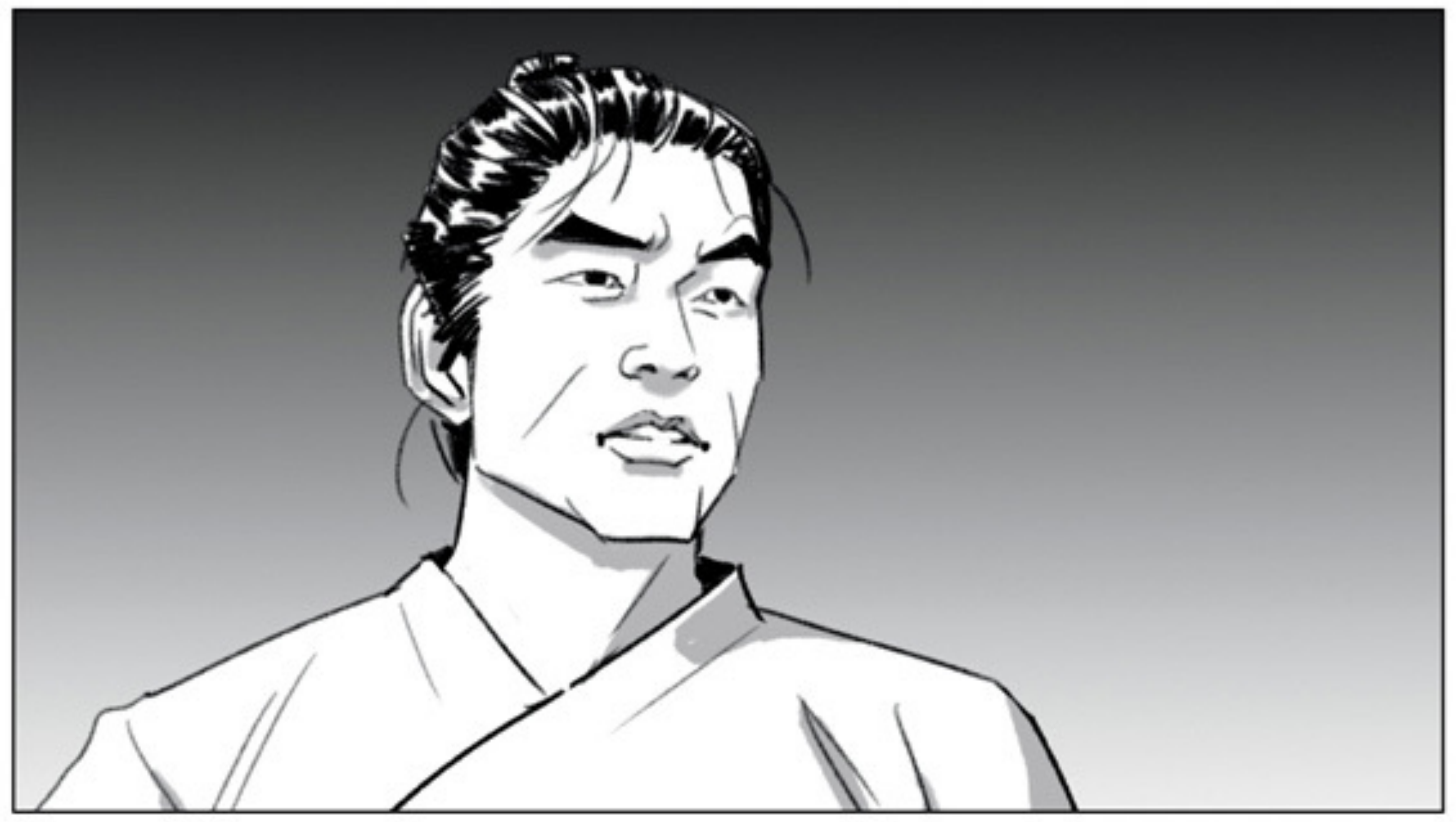
Jin emerges from hiding, dumbstruck.



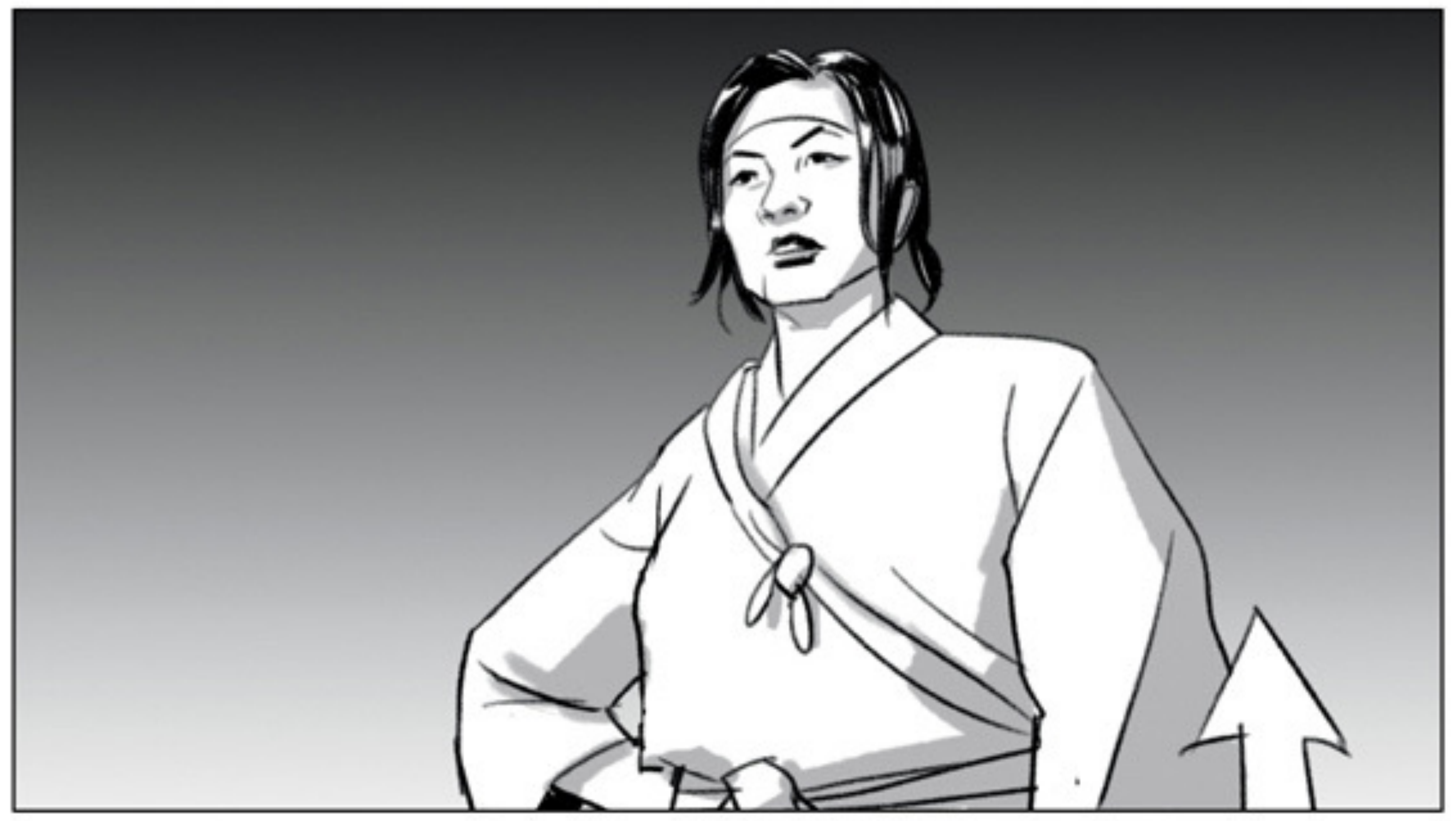
He stares at Yuna as she stands, bloody blade at the ready. A survivor. A killer.



She checks the body for supplies. She doesn’t find much.

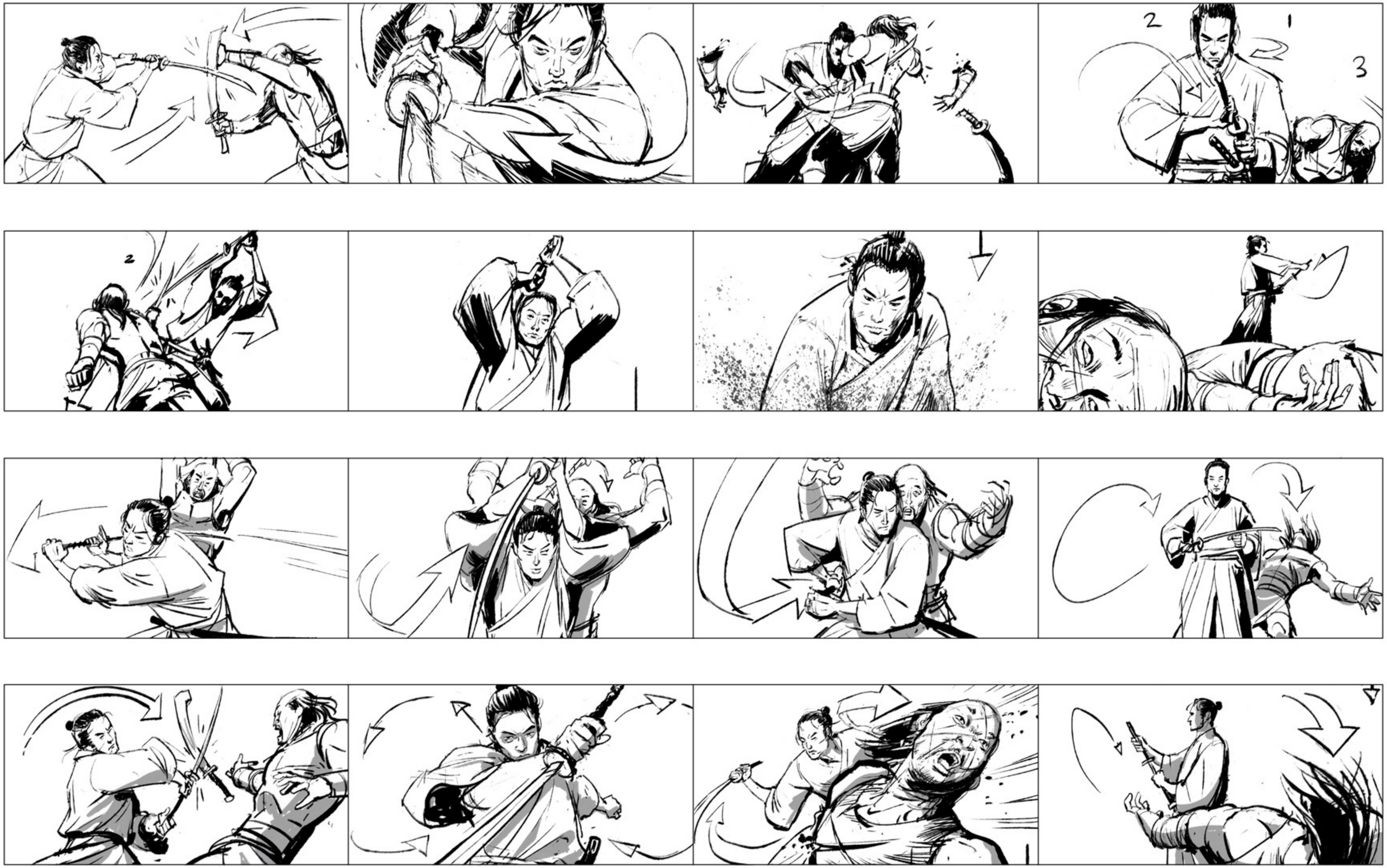


JIN: “Who are you?”

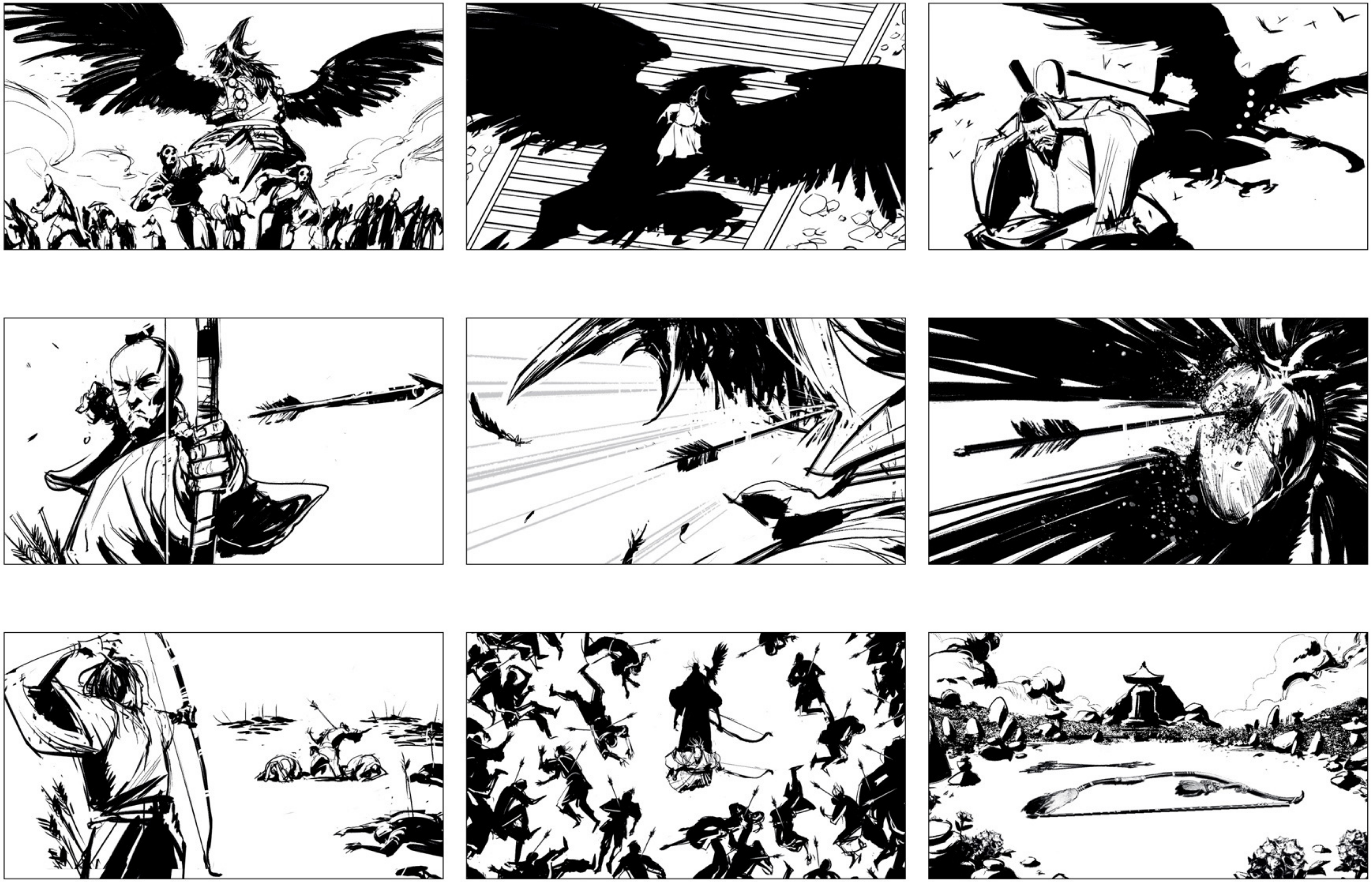


YUNA: “I’m Yuna. You want your sword? Follow me.”
END SCENE.

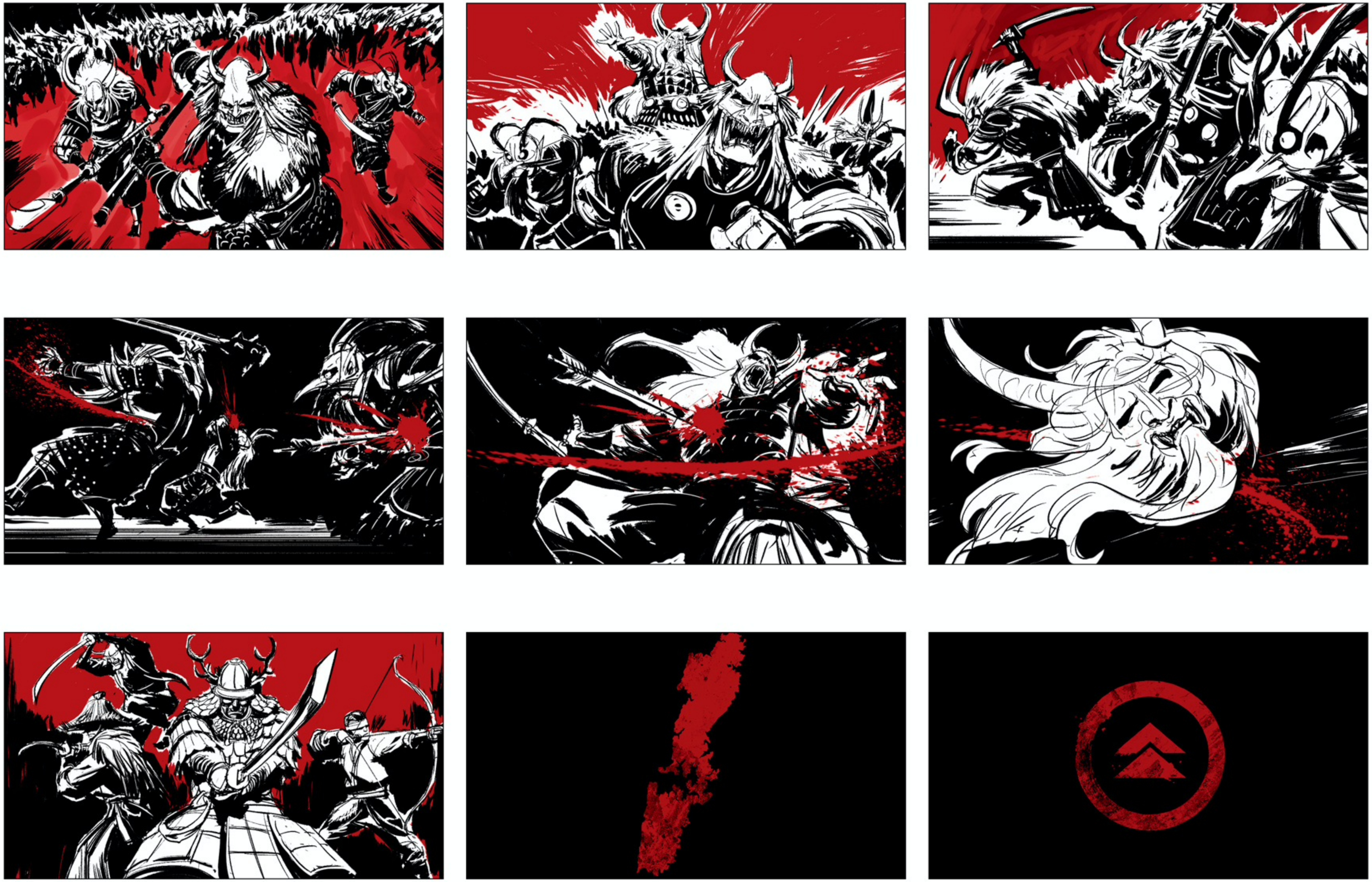
FINISHERS

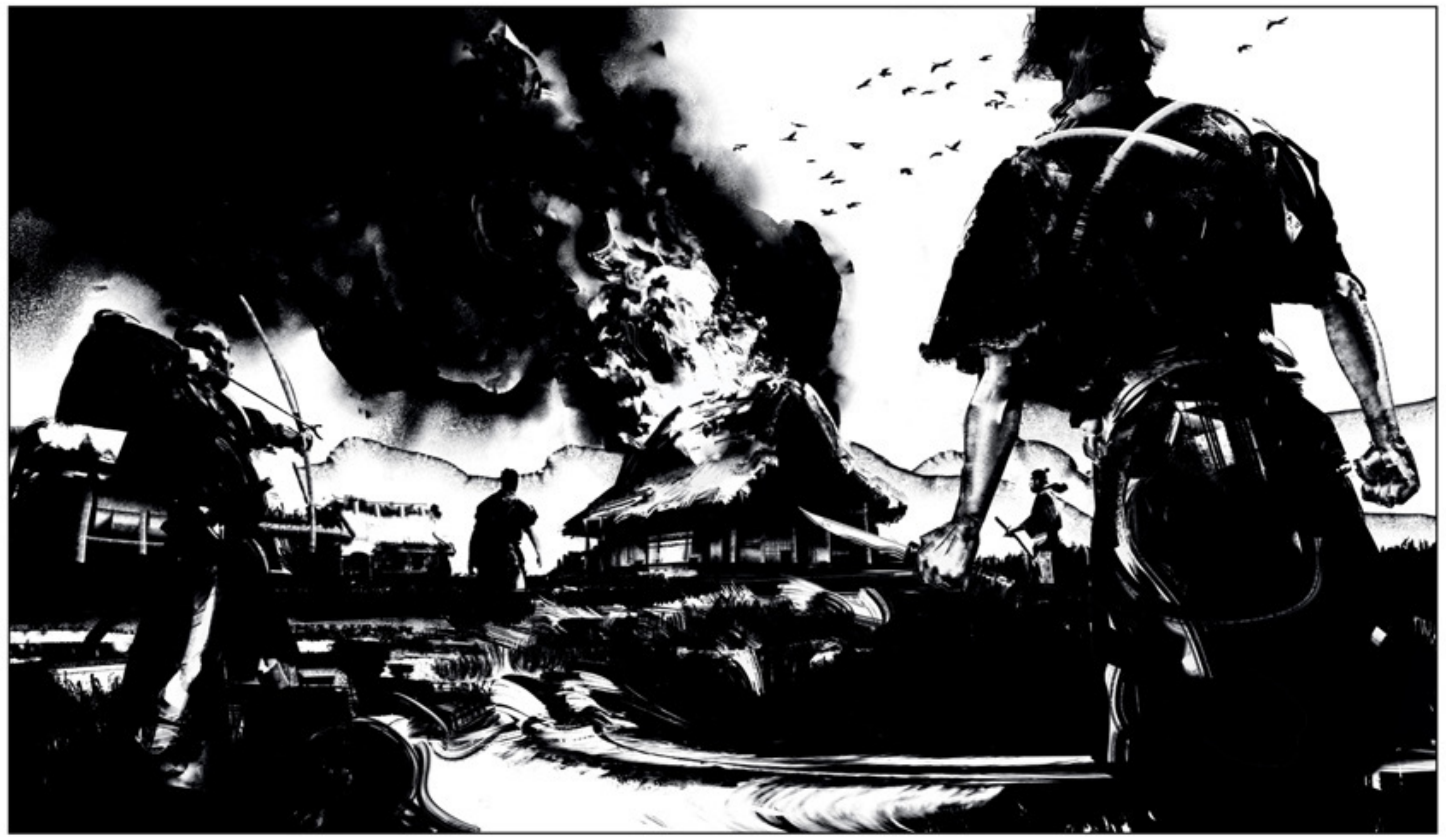


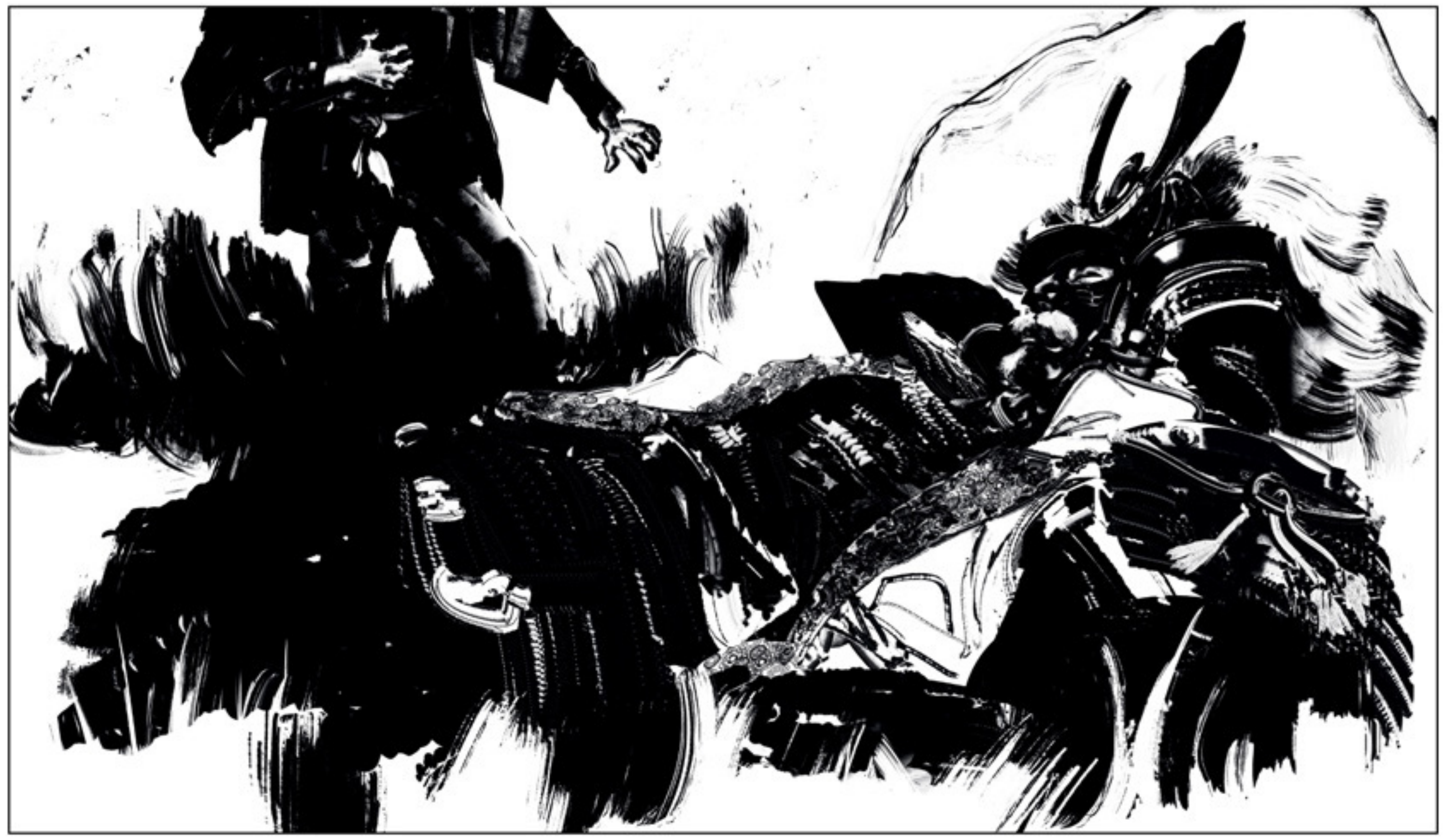
DEMON BOW

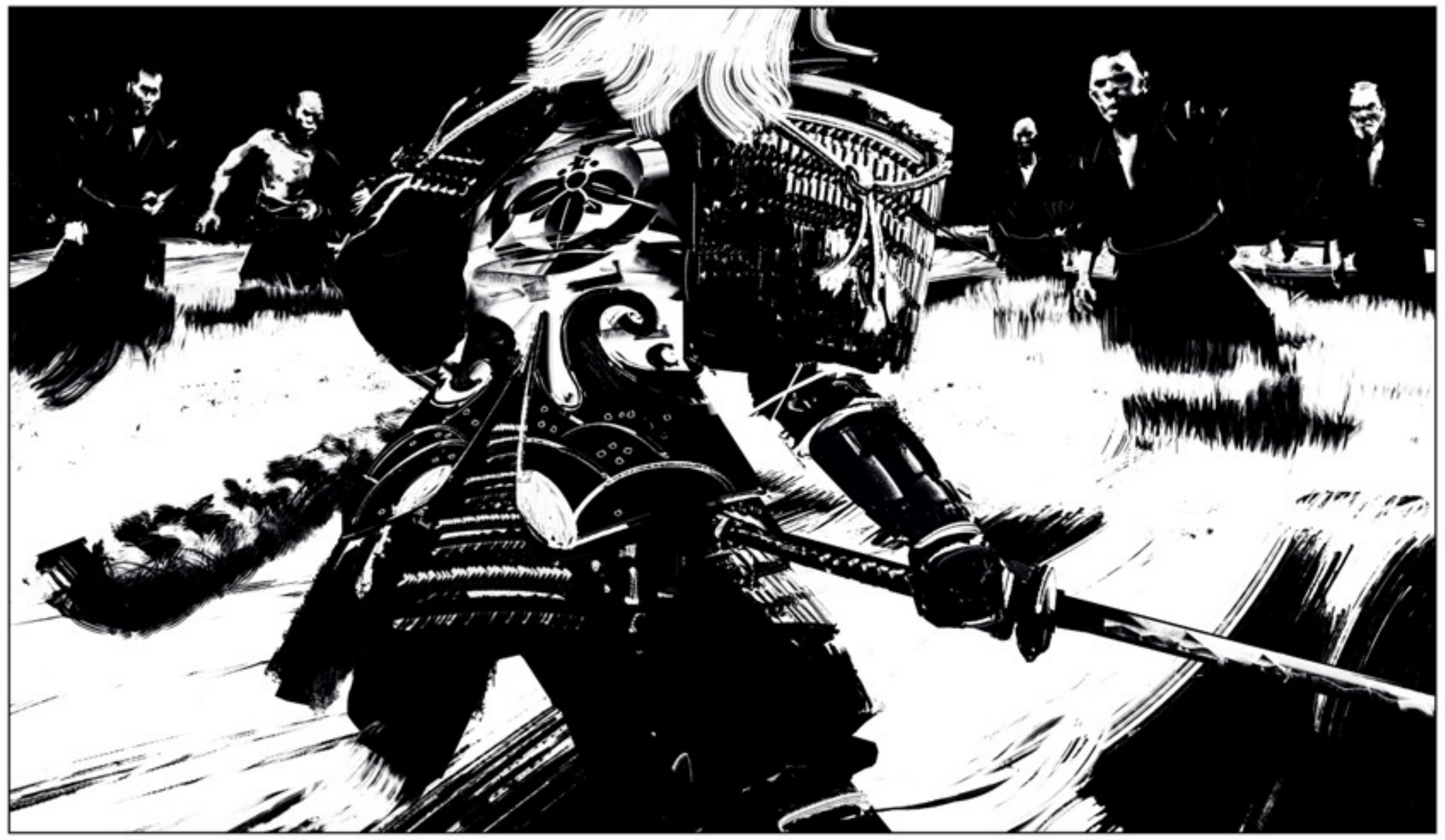


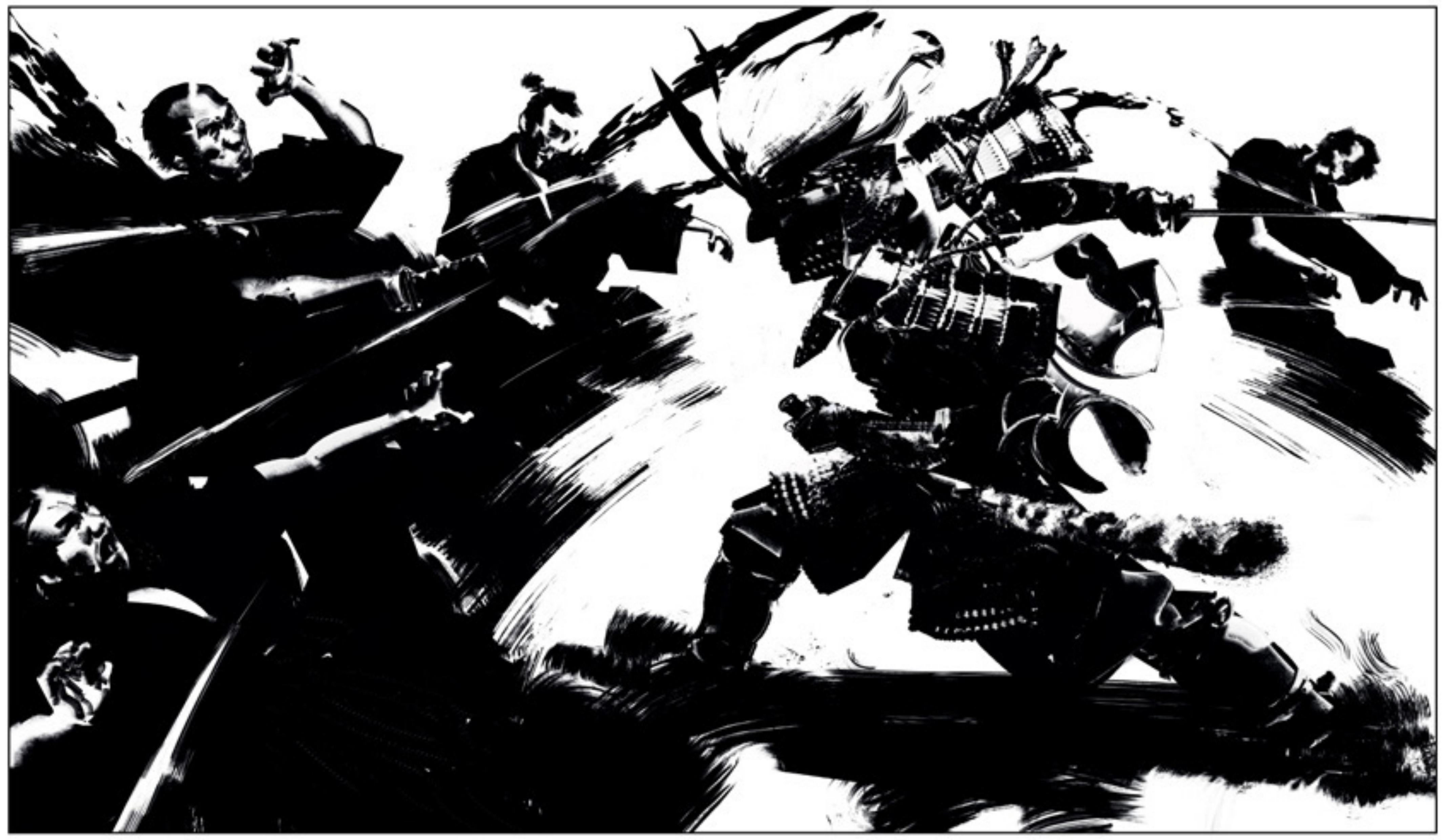
LEGEND HEROES

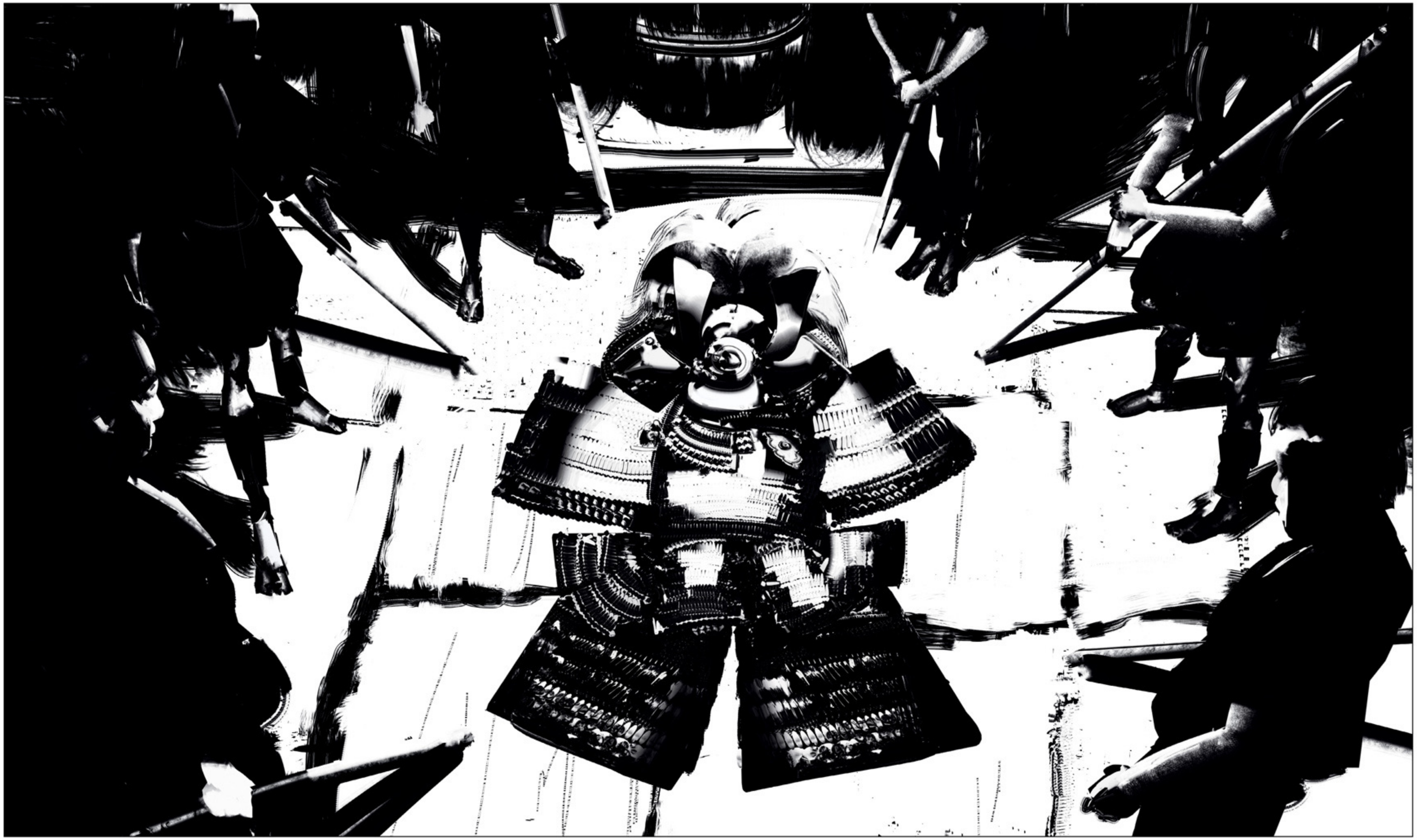










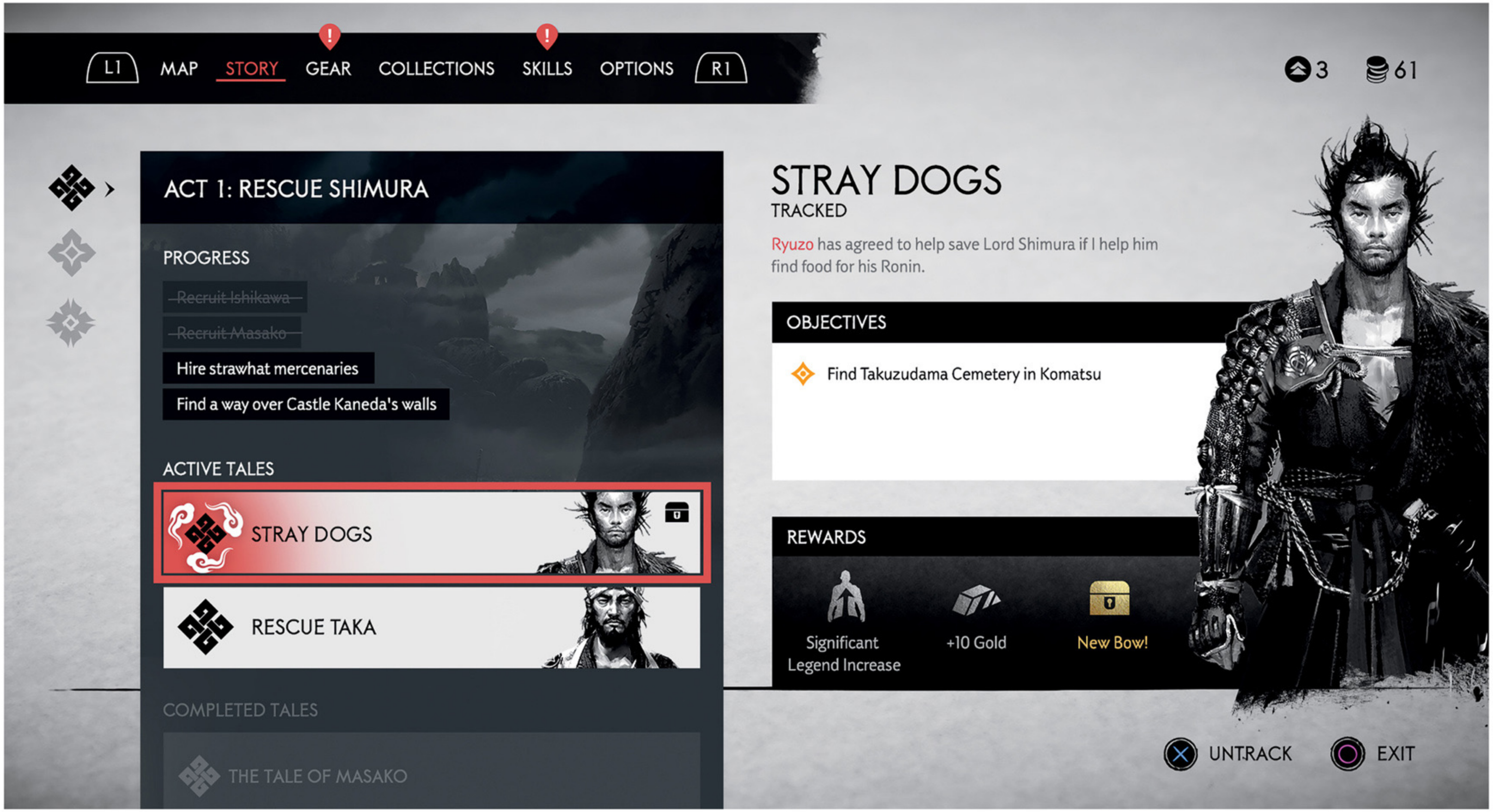


画面

CHAPTER 5

USER INTERFACE

L1
MAP
STORY
GEAR
COLLECTIONS
SKILLS
OPTIONS
R1
3
61
ARIAKE
Land of plenty
DISCOVERED LOCATIONS
x2
x2
x4
x4
x1
x1
x8
LEGEND
BROKEN SAMURAI
EXIT


L1
MAP
STORY
GEAR
COLLECTIONS
SKILLS
OPTIONS
R1
3
61
ACT 1: RESCUE SHIMURA
PROGRESS

~~Recruit Ishikawa~~

~~Recruit Masako~~

Hire strawhat mercenaries

Find a way over Castle Kaneda's walls

ACTIVE TALES
STRAY DOGS
RESCUE TAKA
COMPLETED TALES
THE TALE OF MASAKO
STRAY DOGS
TRACKED

Ryuzo has agreed to help save Lord Shimura if I help him find food for his Ronin.

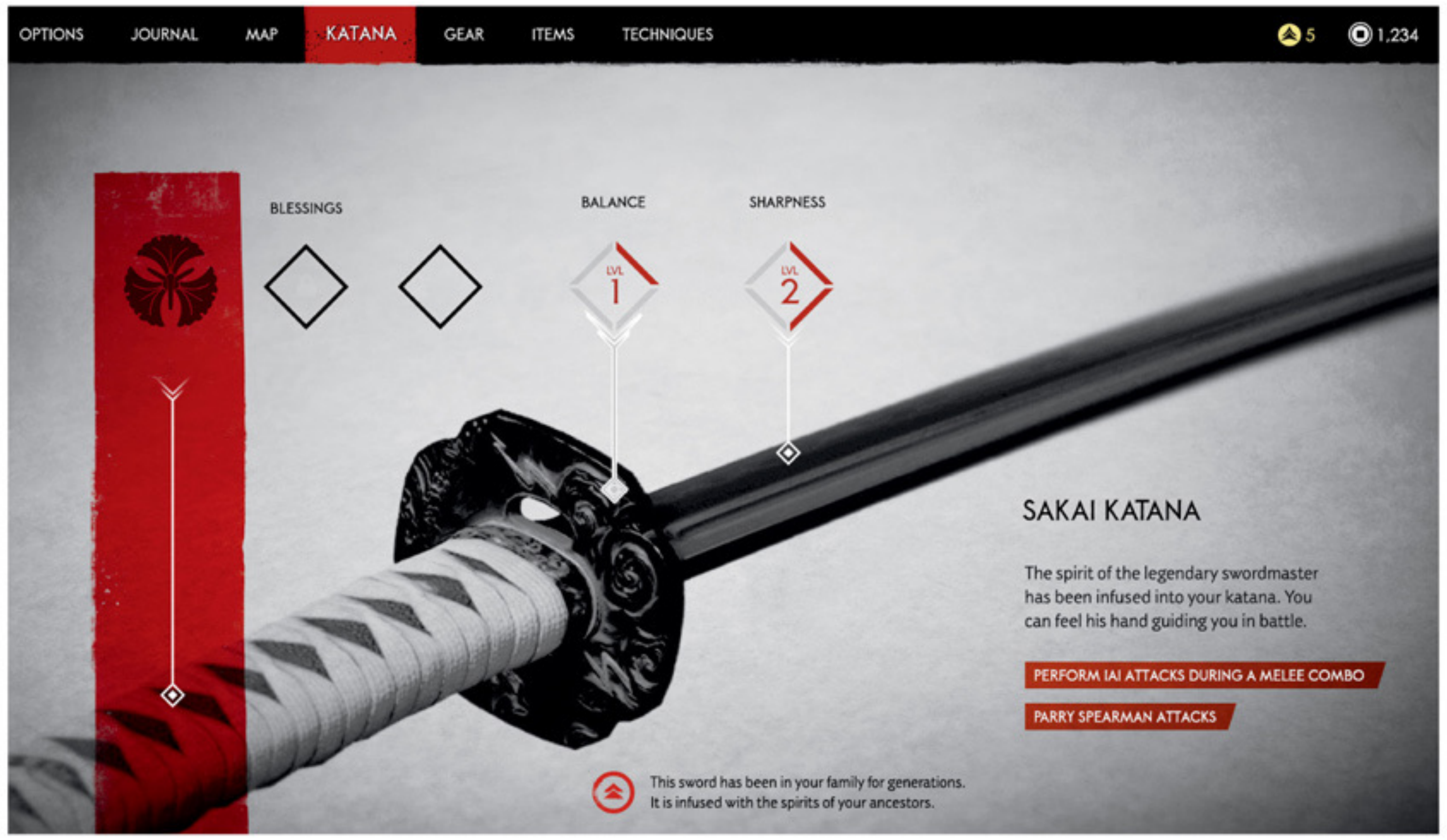
OBJECTIVES

Find Takuzudama Cemetery in Komatsu

REWARDS
Significant Legend Increase
+10 Gold
New Bow!
UNTRACK
EXIT

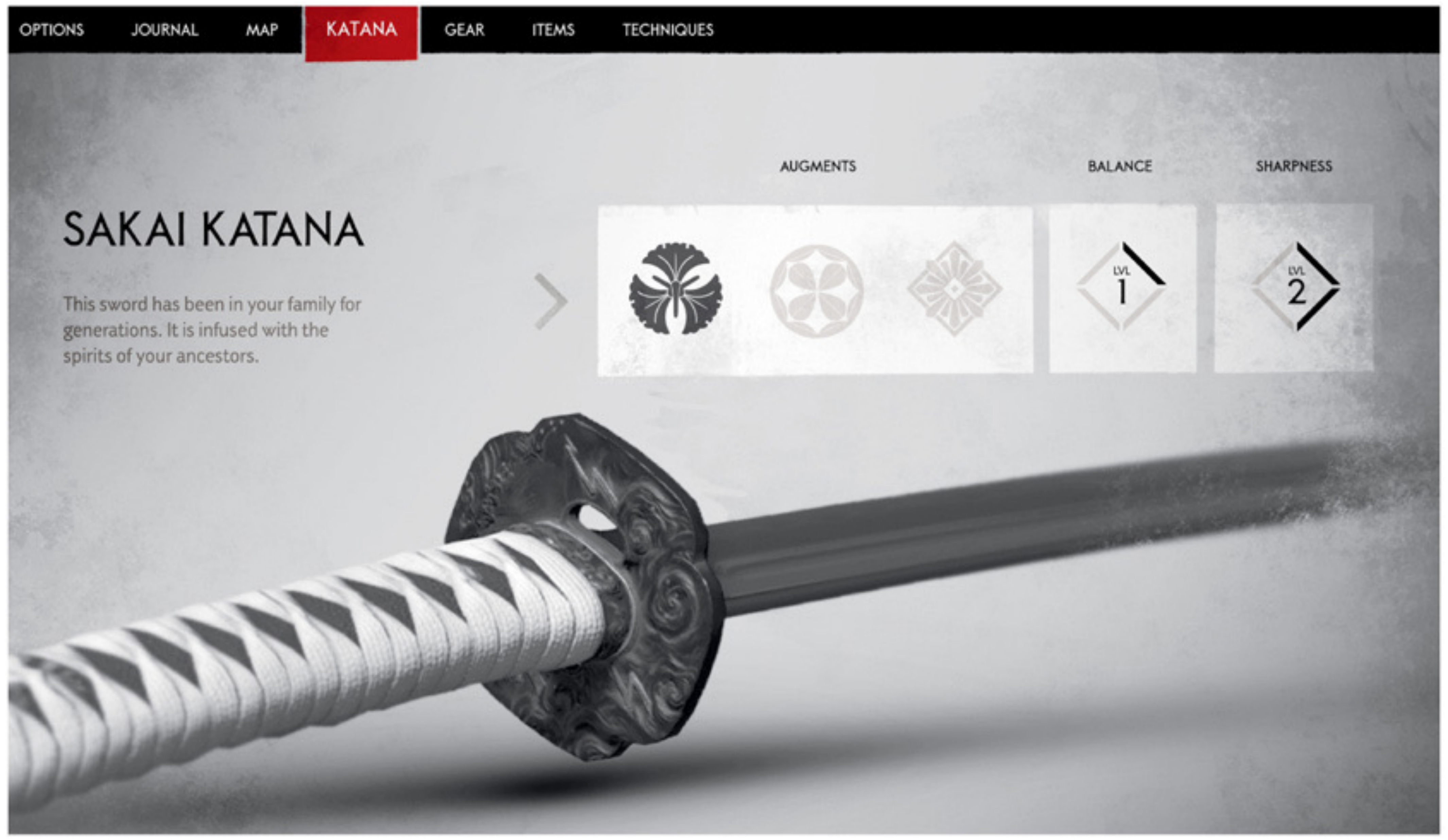
UI Design

The user interface of *Ghost of Tsushima* blends elements of traditional Japanese design with a monochromatic palette and a clean, minimal aesthetic. Ink and paper play a supporting role throughout the interface, but care was taken to avoid cliché or overused visual tropes. During gameplay, the UI is unobtrusive and minimally distracting in order to allow full immersion in the beautiful world of Tsushima. Within the expansive menu system, the interface is intended to provide a respite from gameplay while allowing for a crisp, responsive feel.

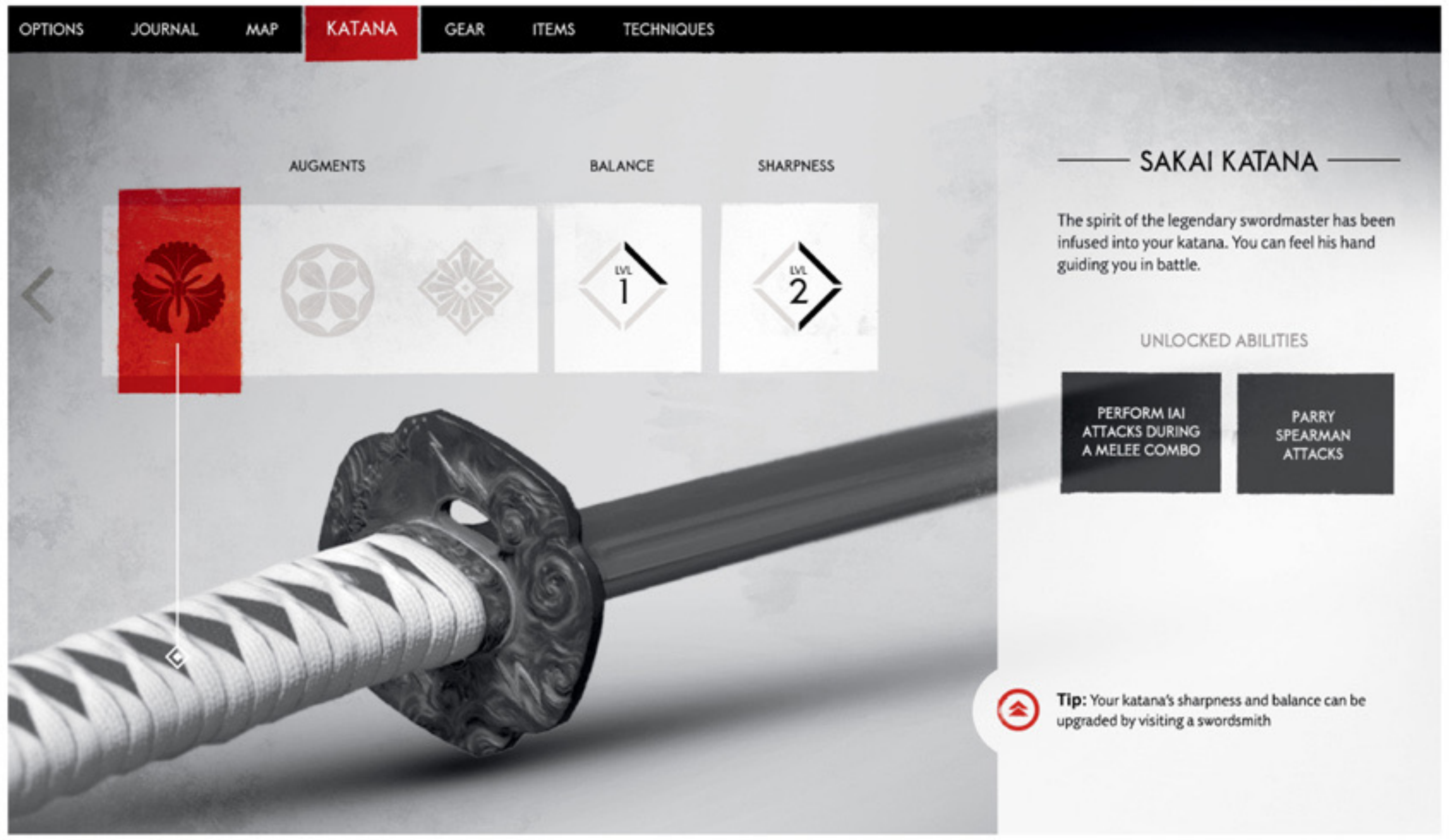

OPTIONS
JOURNAL
MAP
KATANA
GEAR
ITEMS
TECHNIQUES
5
1,234
BLESSINGS
BALANCE
SHARPNESS
LVL 1
LVL 2
SAKAI KATANA
PERFORM IAI ATTACKS DURING A MELEE COMBO
PARRY SPEARMAN ATTACKS

The spirit of the legendary swordmaster has been infused into your katana. You can feel his hand guiding you in battle.

This sword has been in your family for generations. It is infused with the spirits of your ancestors.

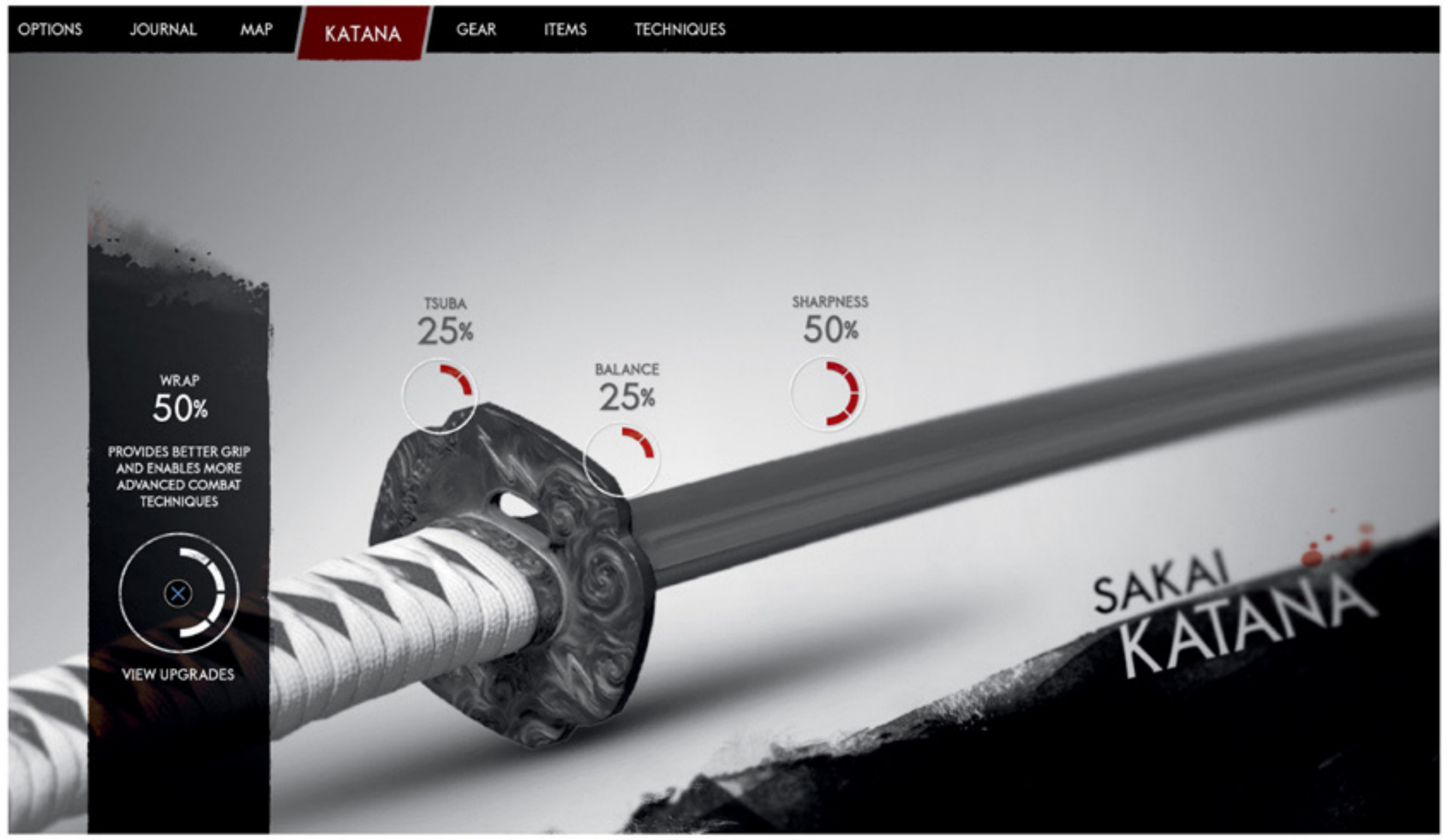

OPTIONS
JOURNAL
MAP
KATANA
GEAR
ITEMS
TECHNIQUES
SAKAI KATANA
AUGMENTS
BALANCE
SHARPNESS
LVL 1
LVL 2

This sword has been in your family for generations. It is infused with the spirits of your ancestors.

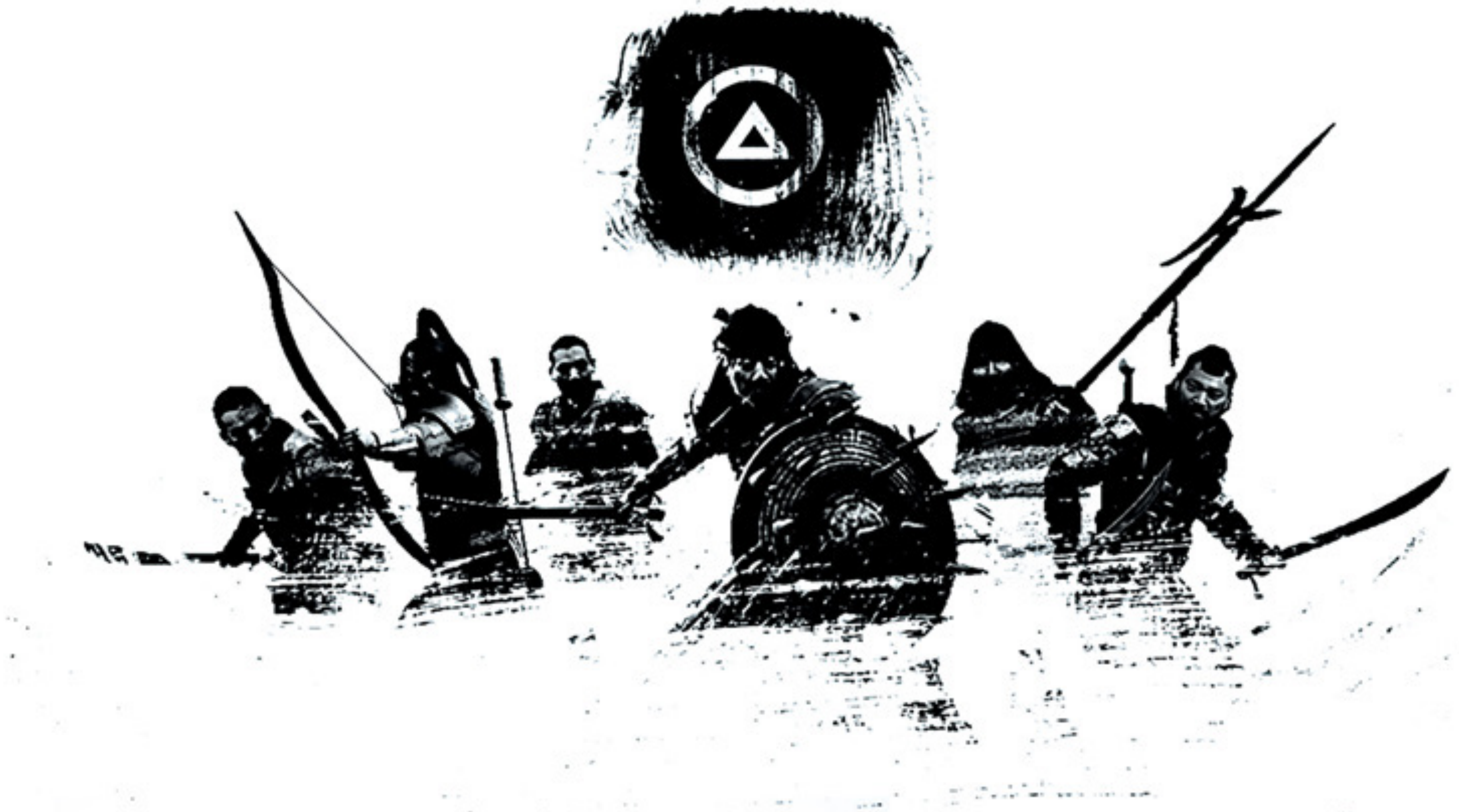
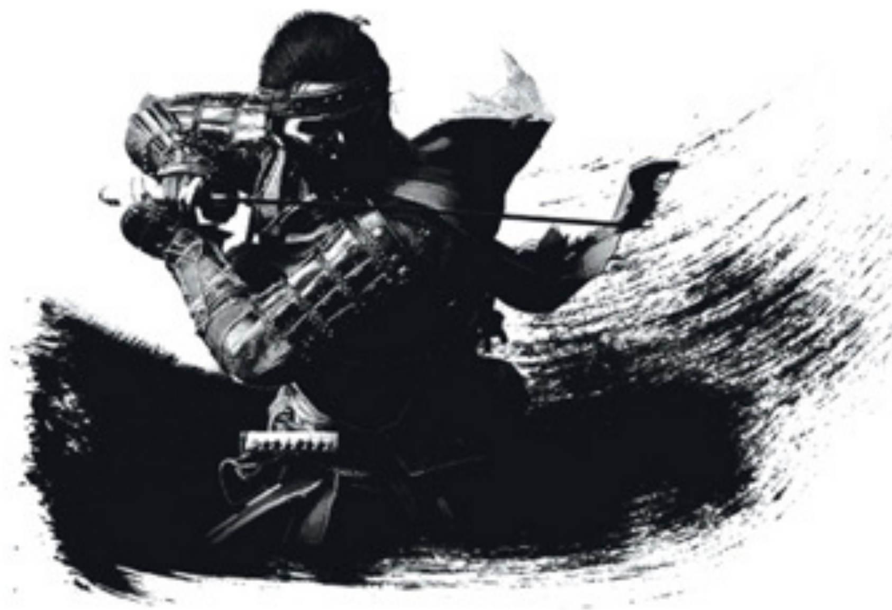
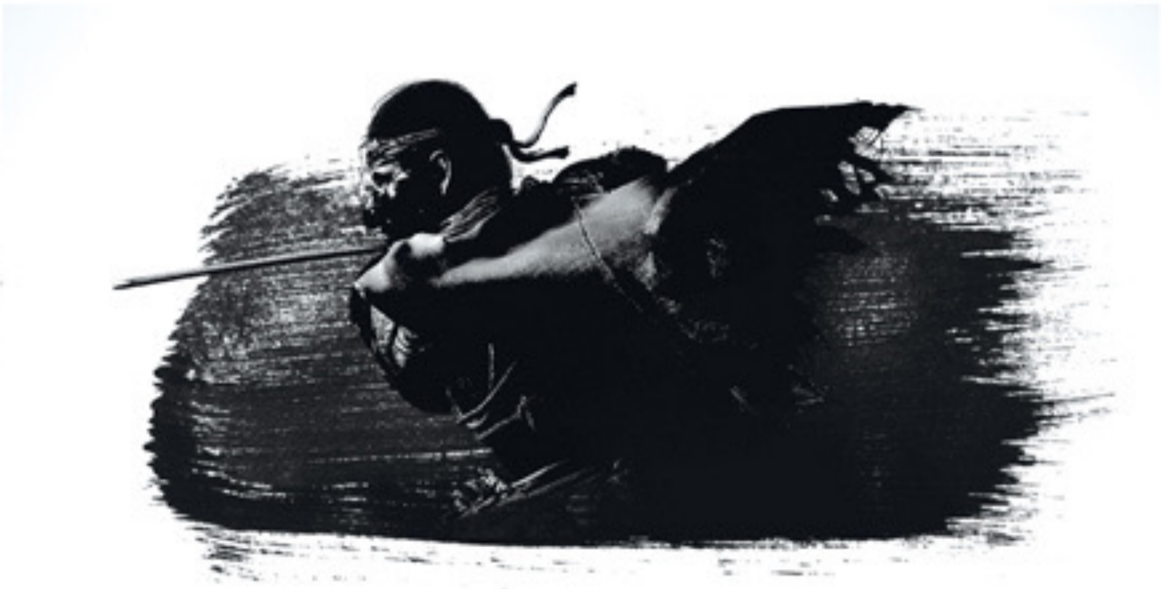
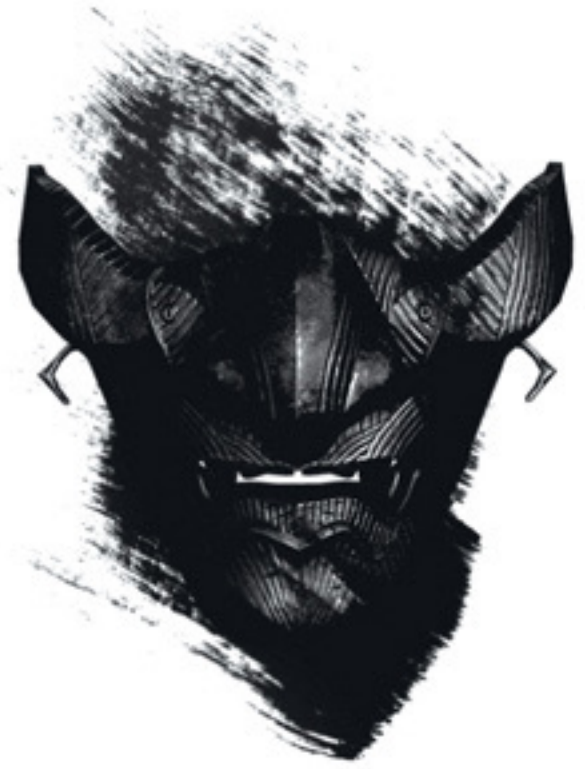
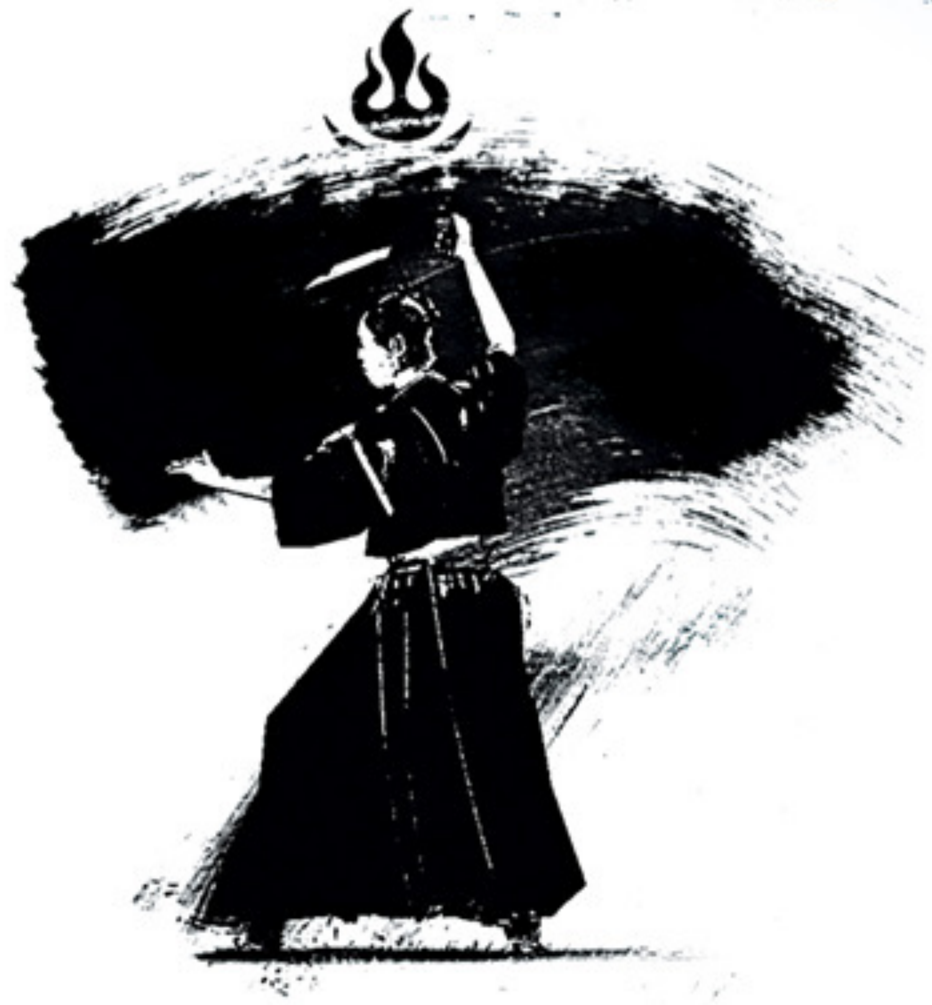
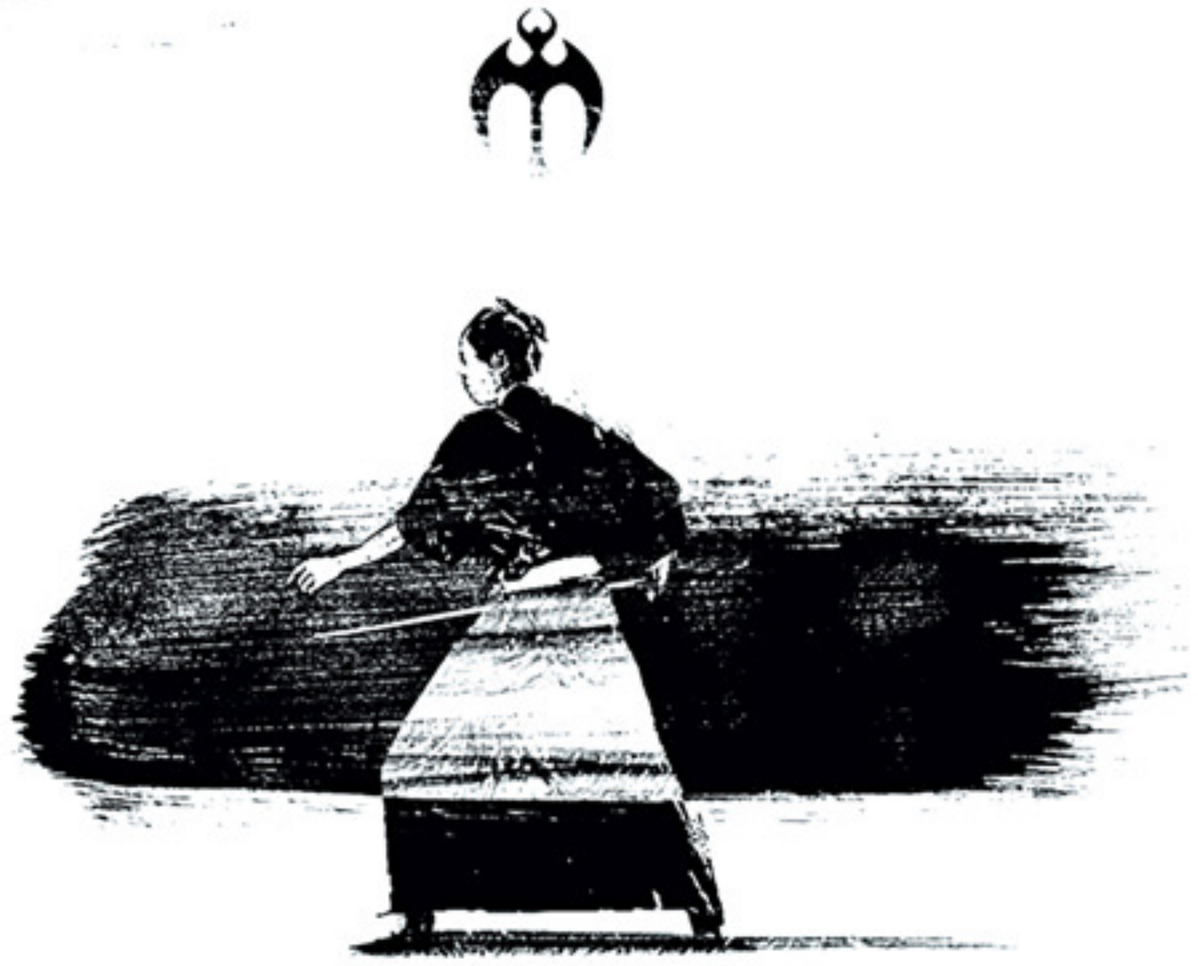
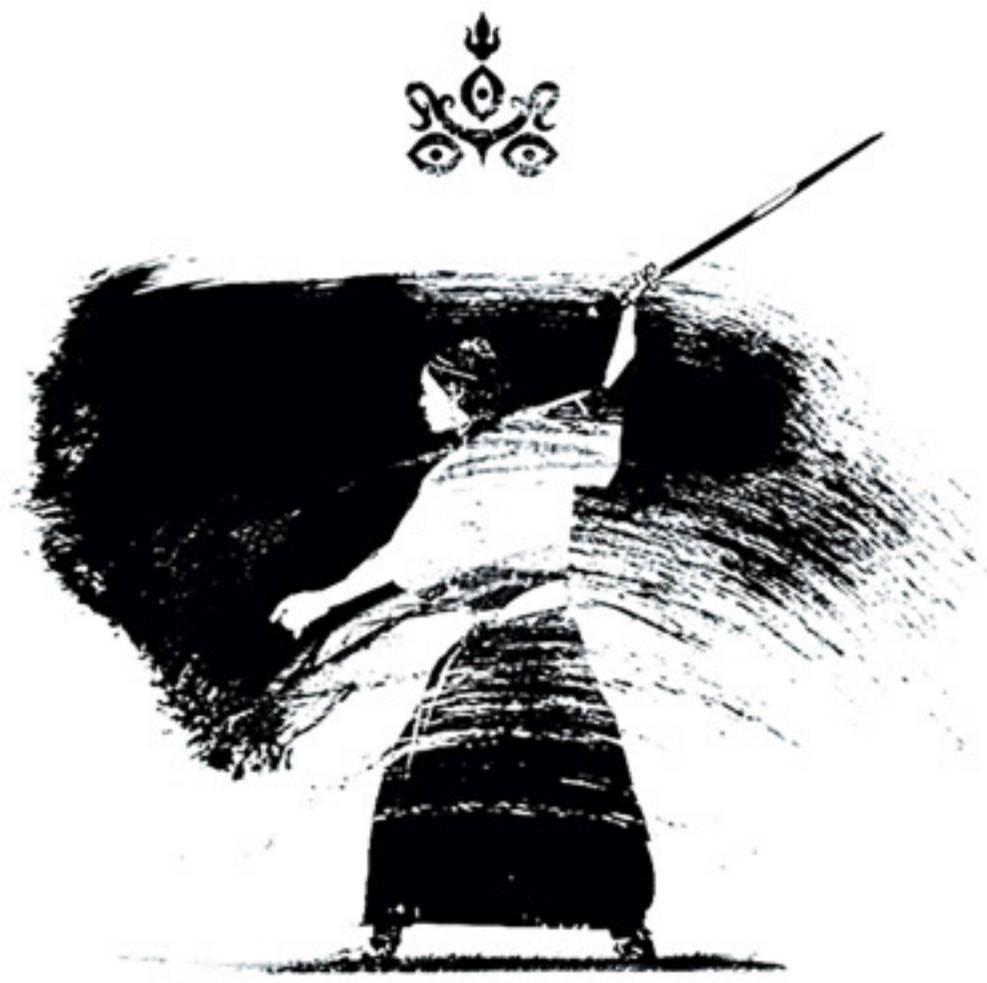
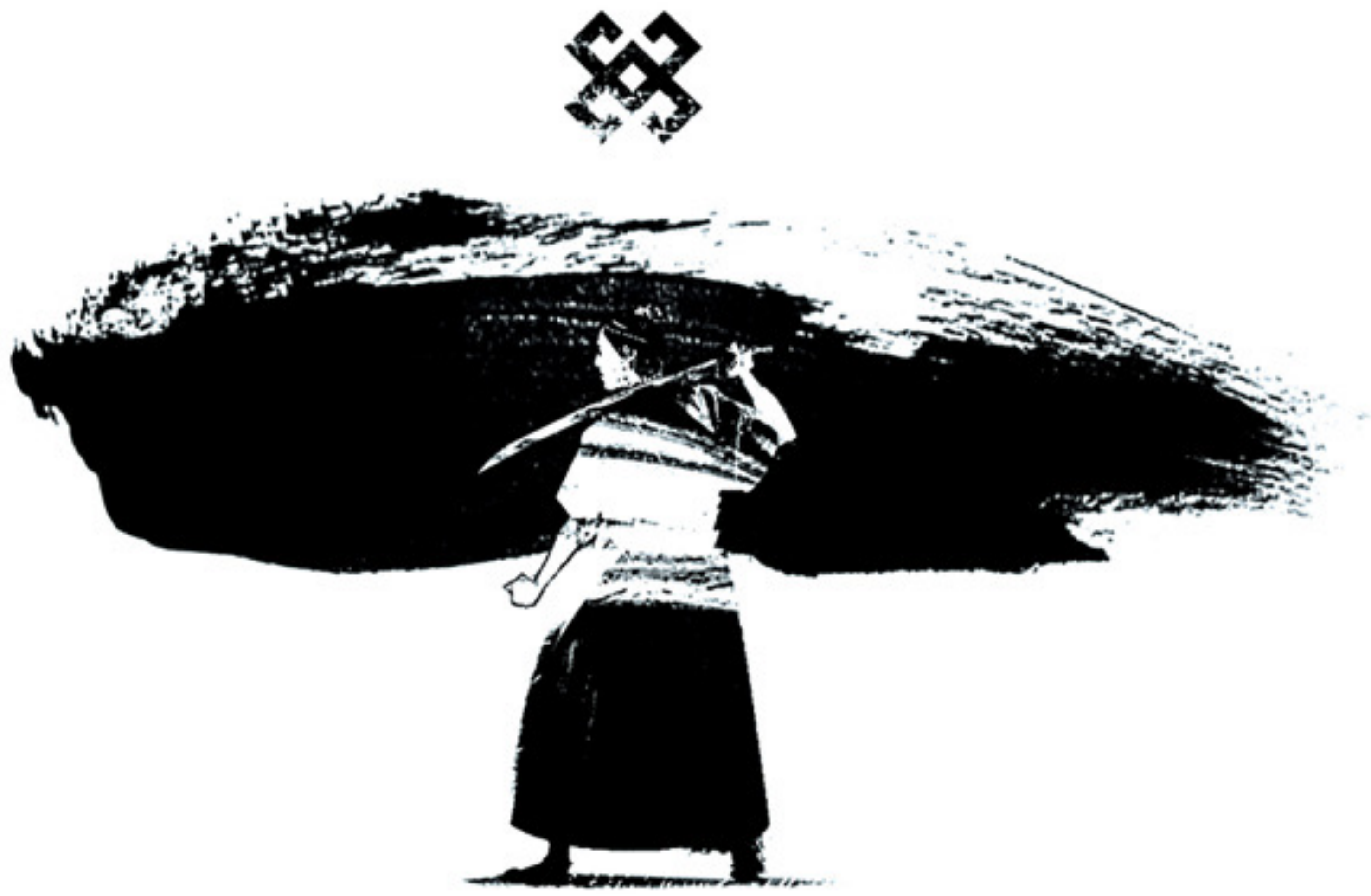
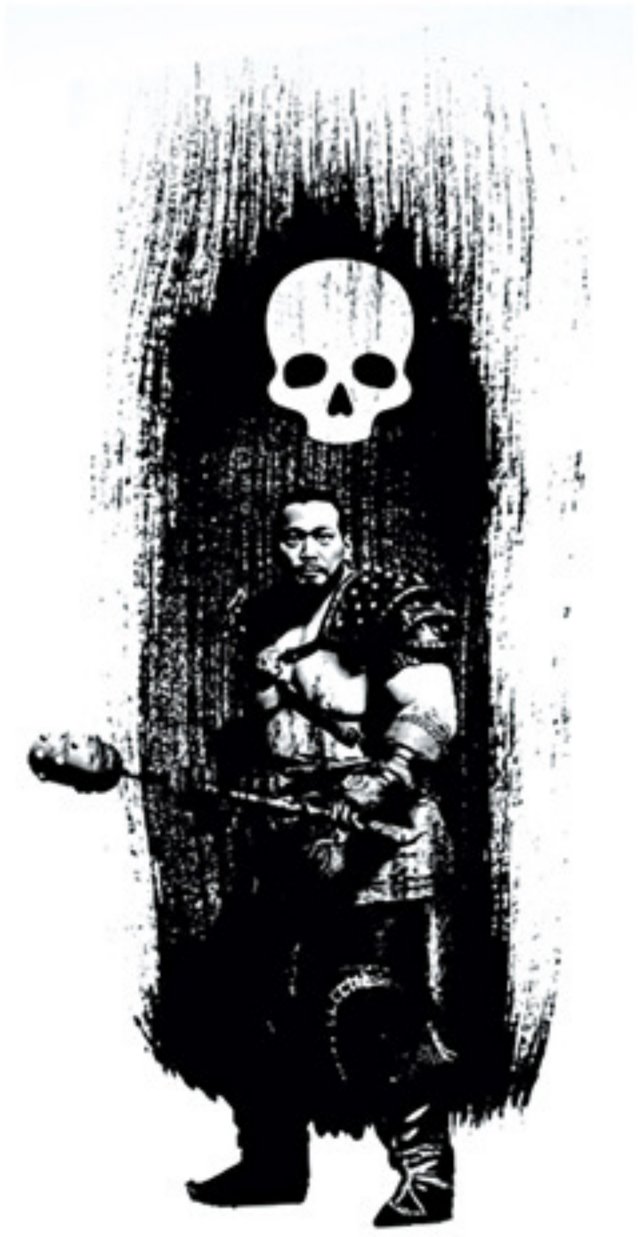
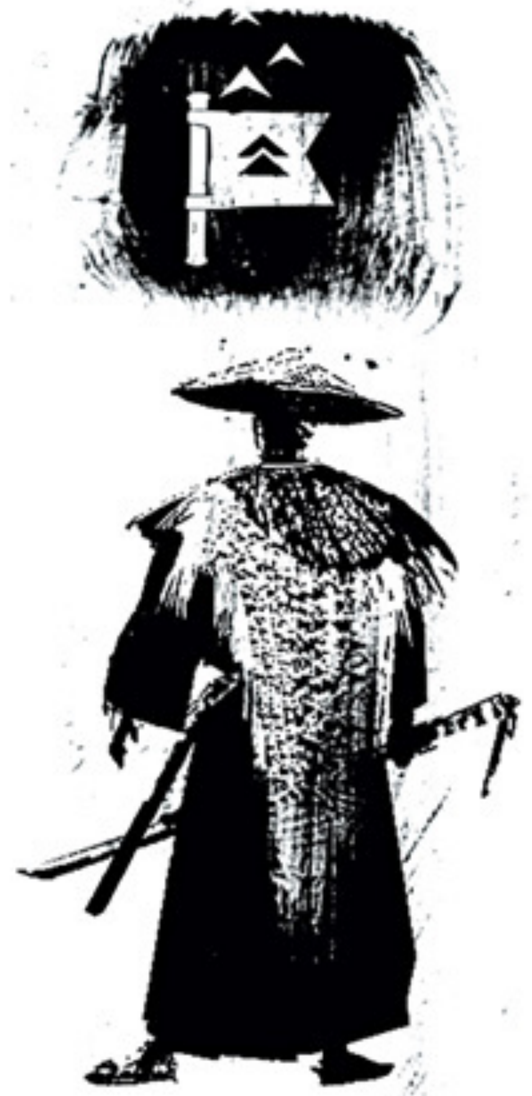
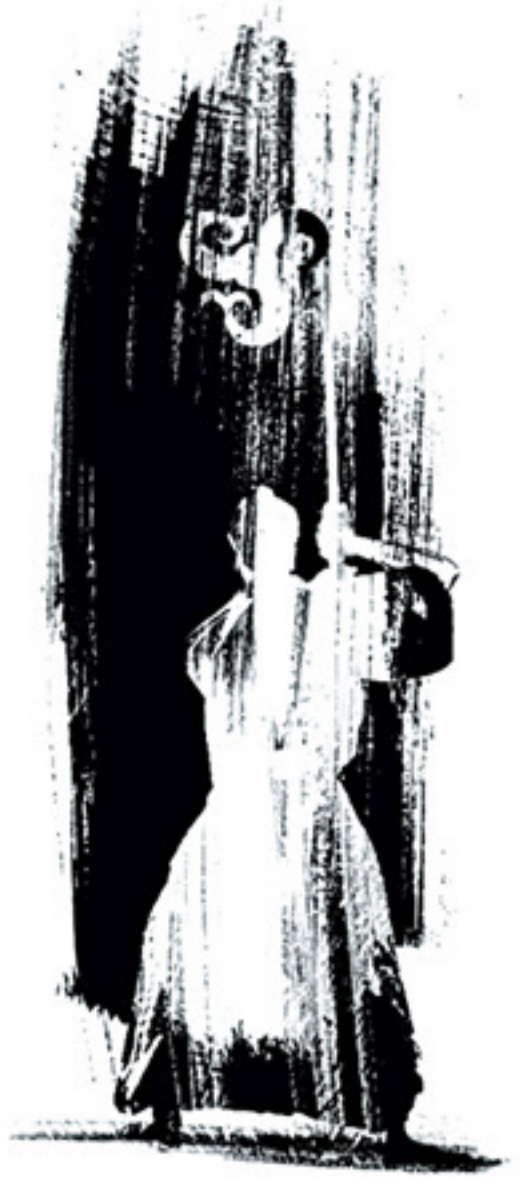
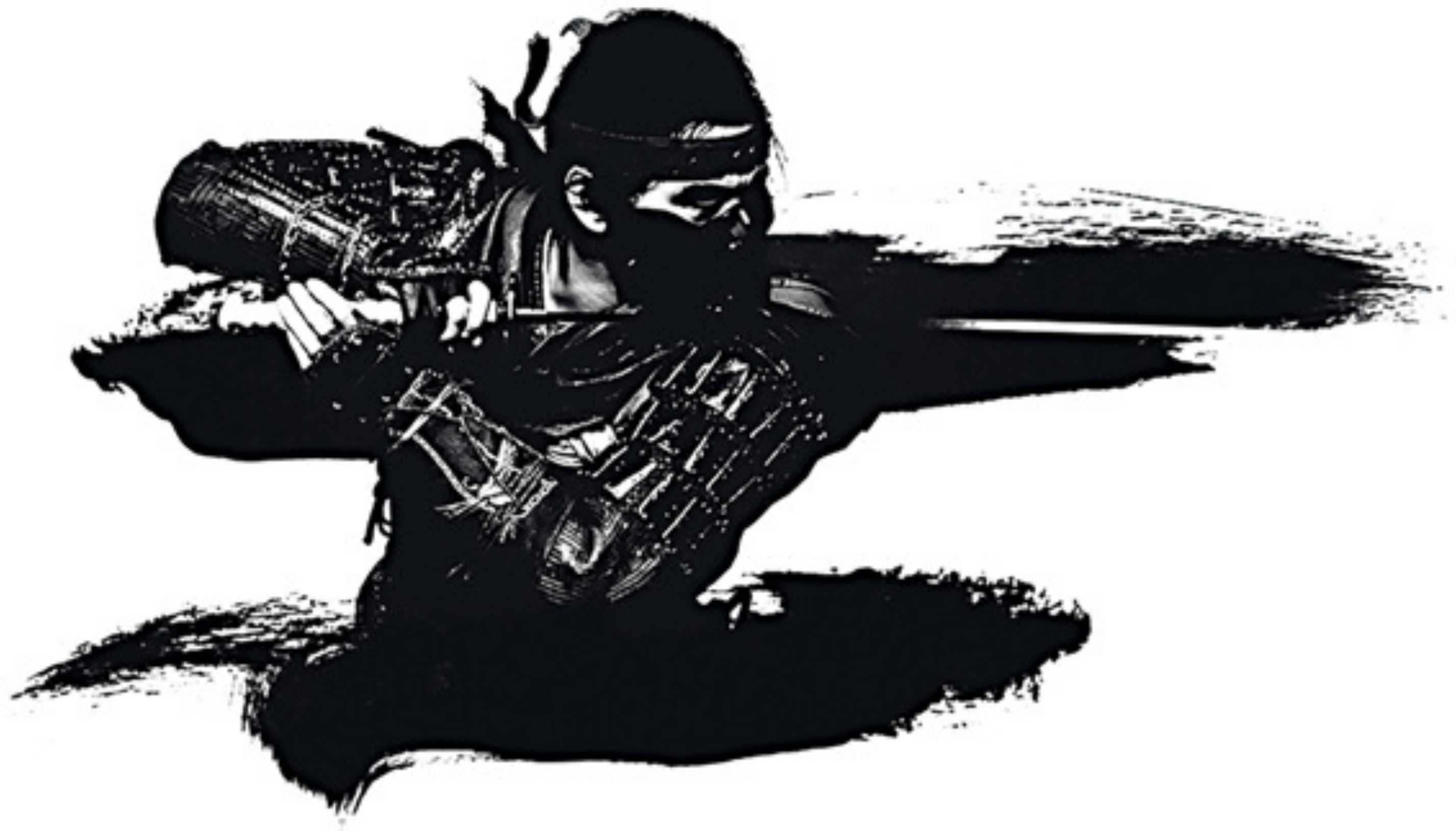

OPTIONS
JOURNAL
MAP
KATANA
GEAR
ITEMS
TECHNIQUES
AUGMENTS
BALANCE
SHARPNESS
LVL 1
LVL 2
SAKAI KATANA
UNLOCKED ABILITIES
PERFORM IAI ATTACKS DURING A MELEE COMBO
PARRY SPEARMAN ATTACKS

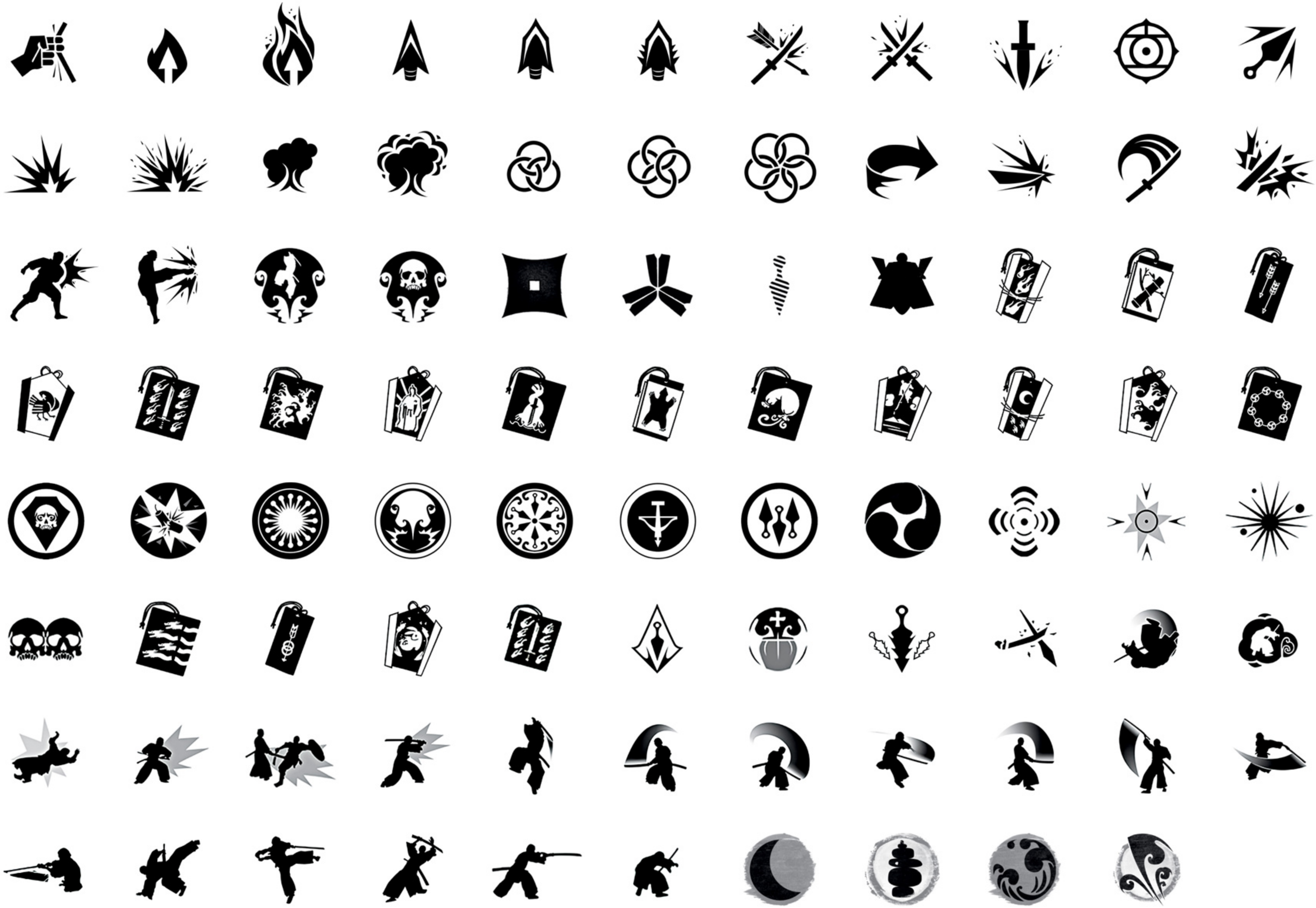
The spirit of the legendary swordmaster has been infused into your katana. You can feel his hand guiding you in battle.

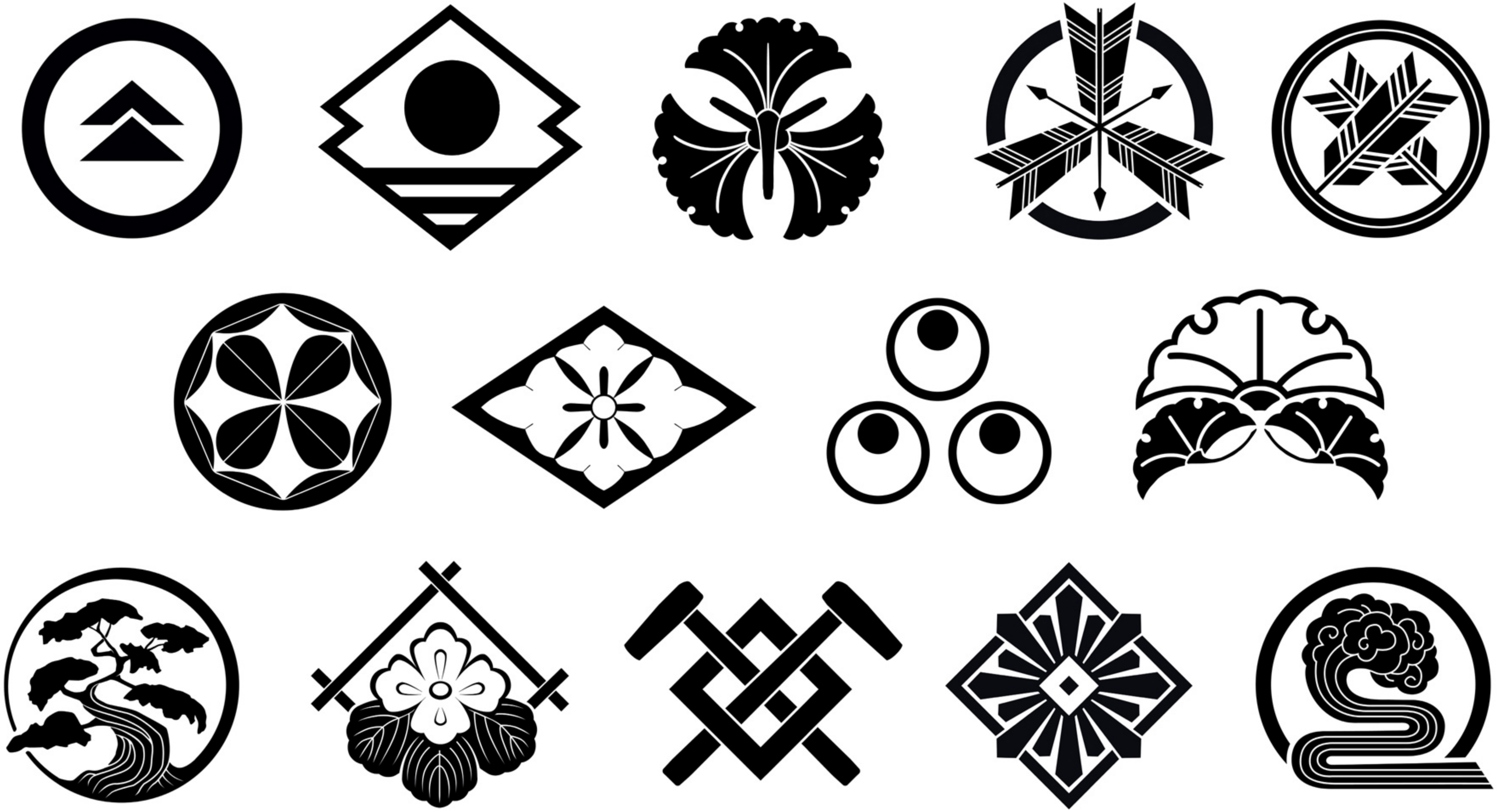
Tip: Your katana's sharpness and balance can be upgraded by visiting a swordsmith

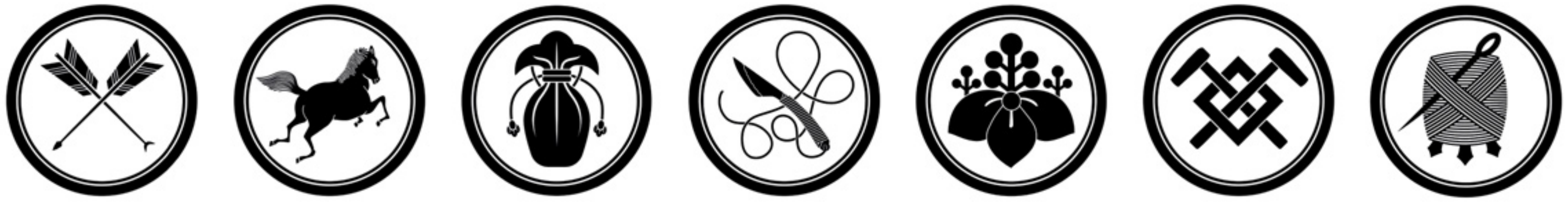

OPTIONS
JOURNAL
MAP
KATANA
GEAR
ITEMS
TECHNIQUES
TSUBA
25%
BALANCE
25%
SHARPNESS
50%
WRAP
50%
VIEW UPGRADES
SAKAI KATANA

PROVIDES BETTER GRIP AND ENABLES MORE ADVANCED COMBAT TECHNIQUES







MON

Japanese mon have been used for centuries to identify membership in a specific family or clan. Though many are ancient in design, they have a strikingly timeless aesthetic that feels at home on both a twelfth century war banner and a modern-day business card. Much of the iconography in Ghost of Tsushima draws heavy inspiration from these traditional designs.

発展

CHAPTER 6

VISUAL DEVELOPMENT

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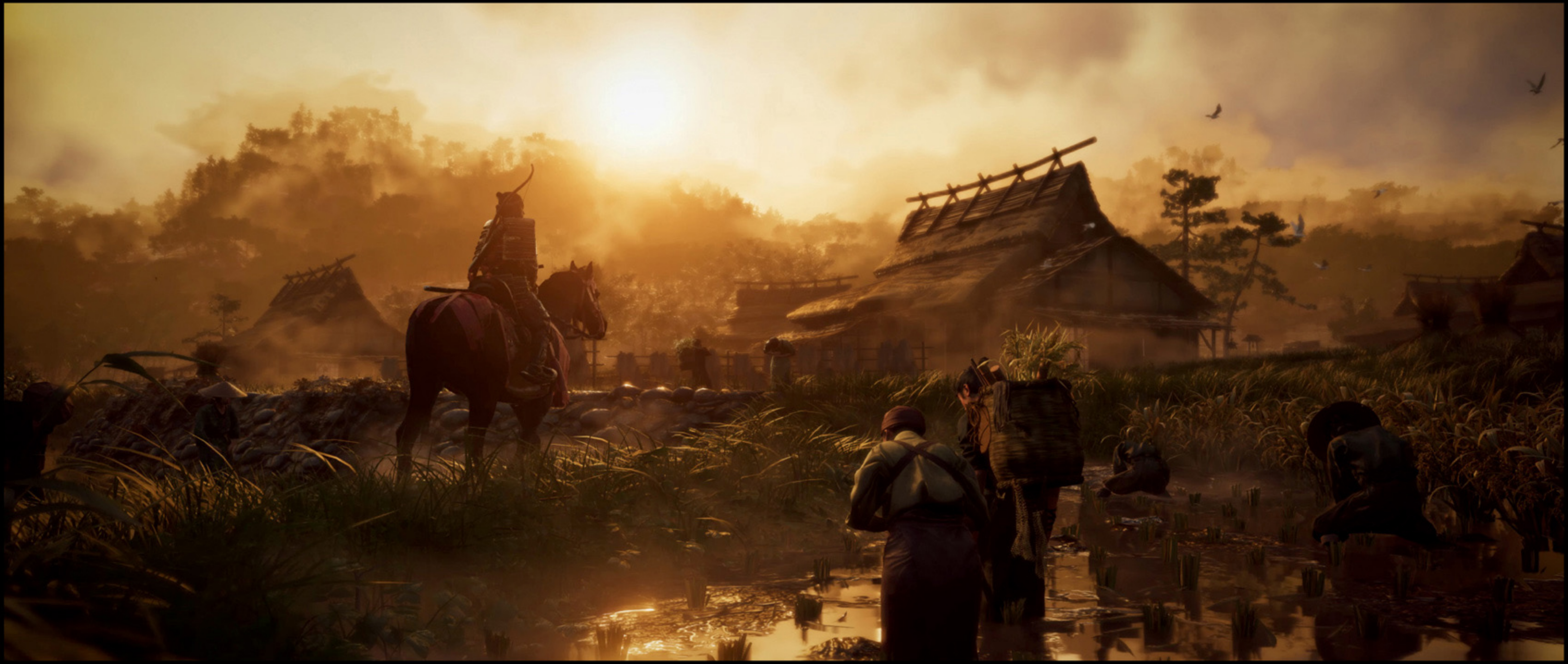
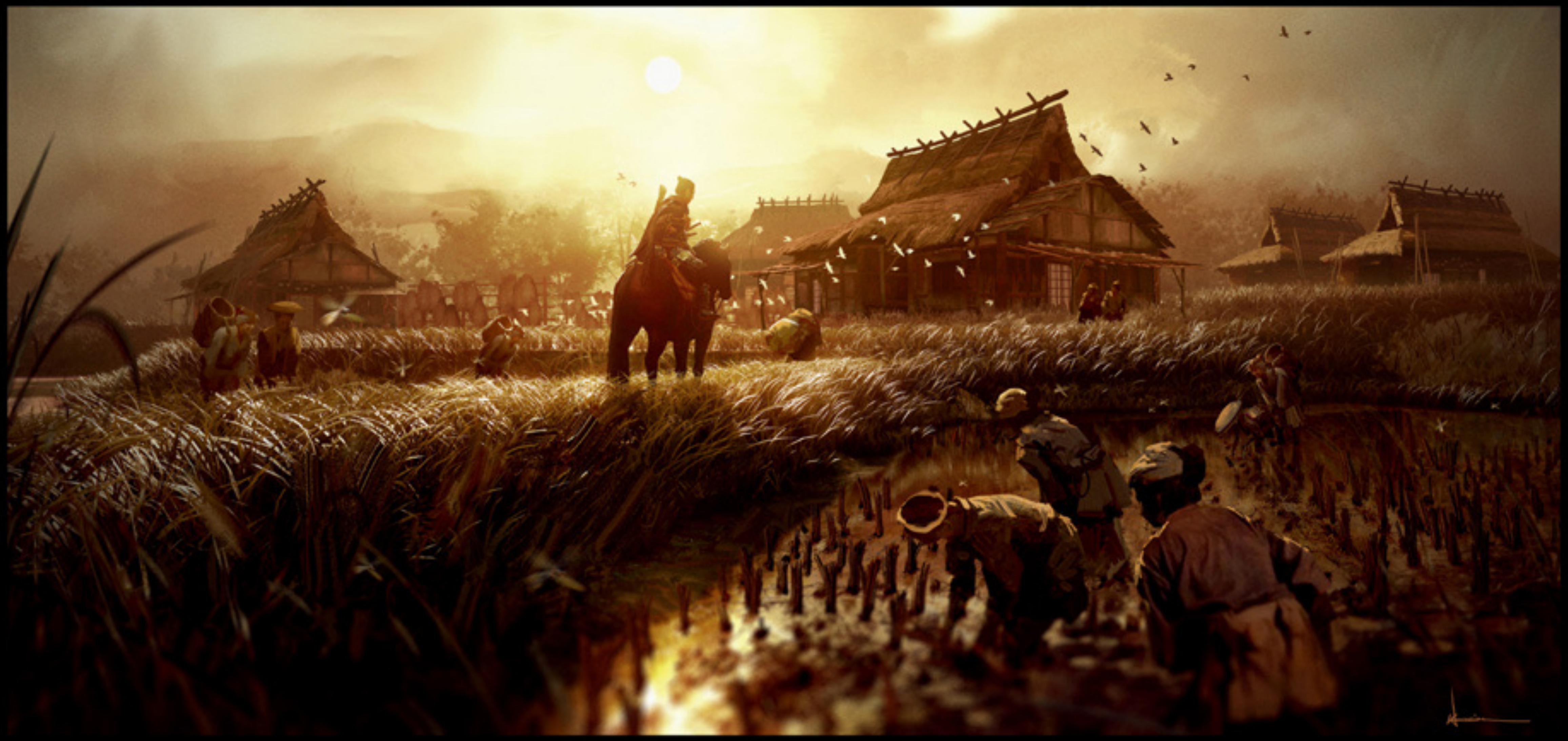
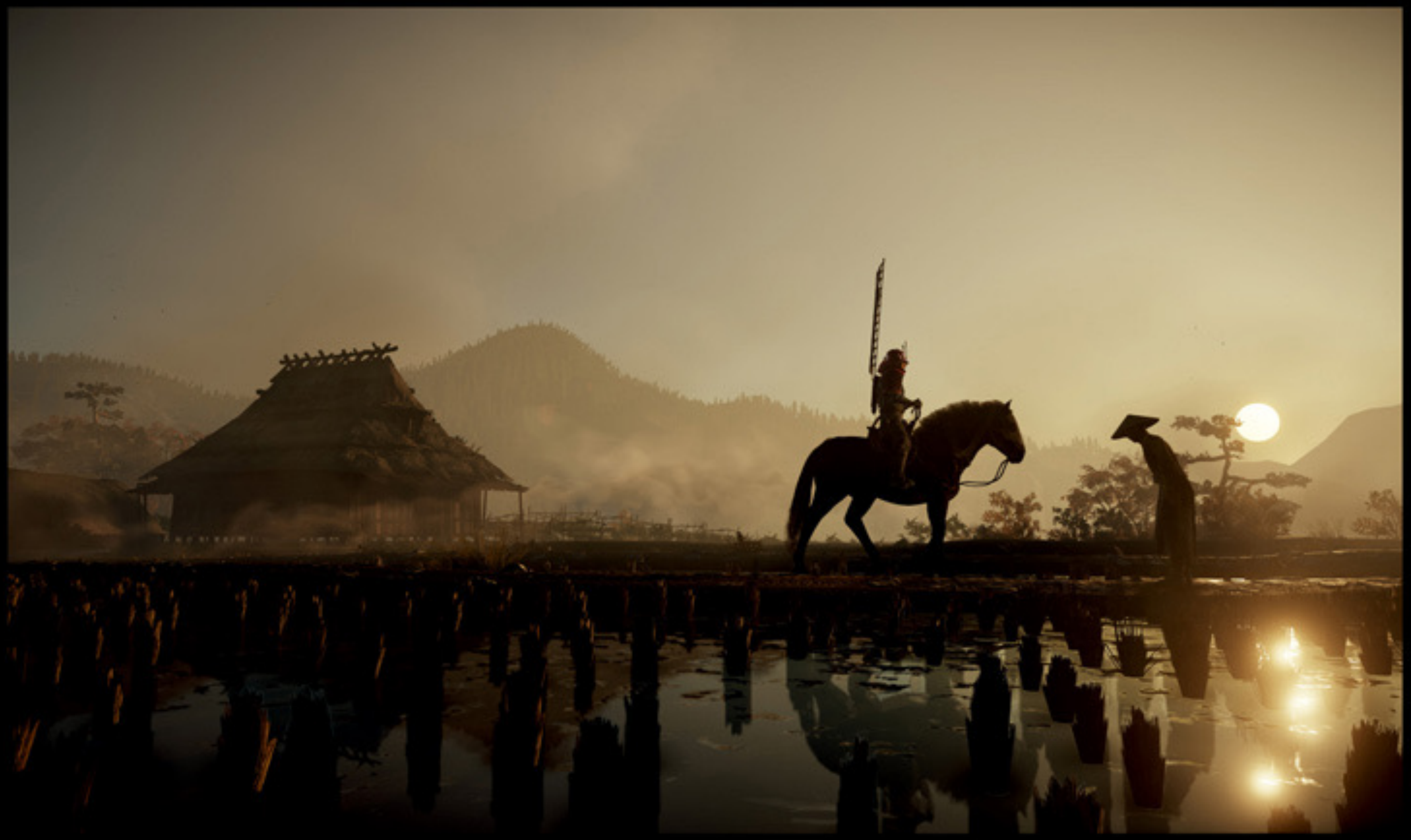
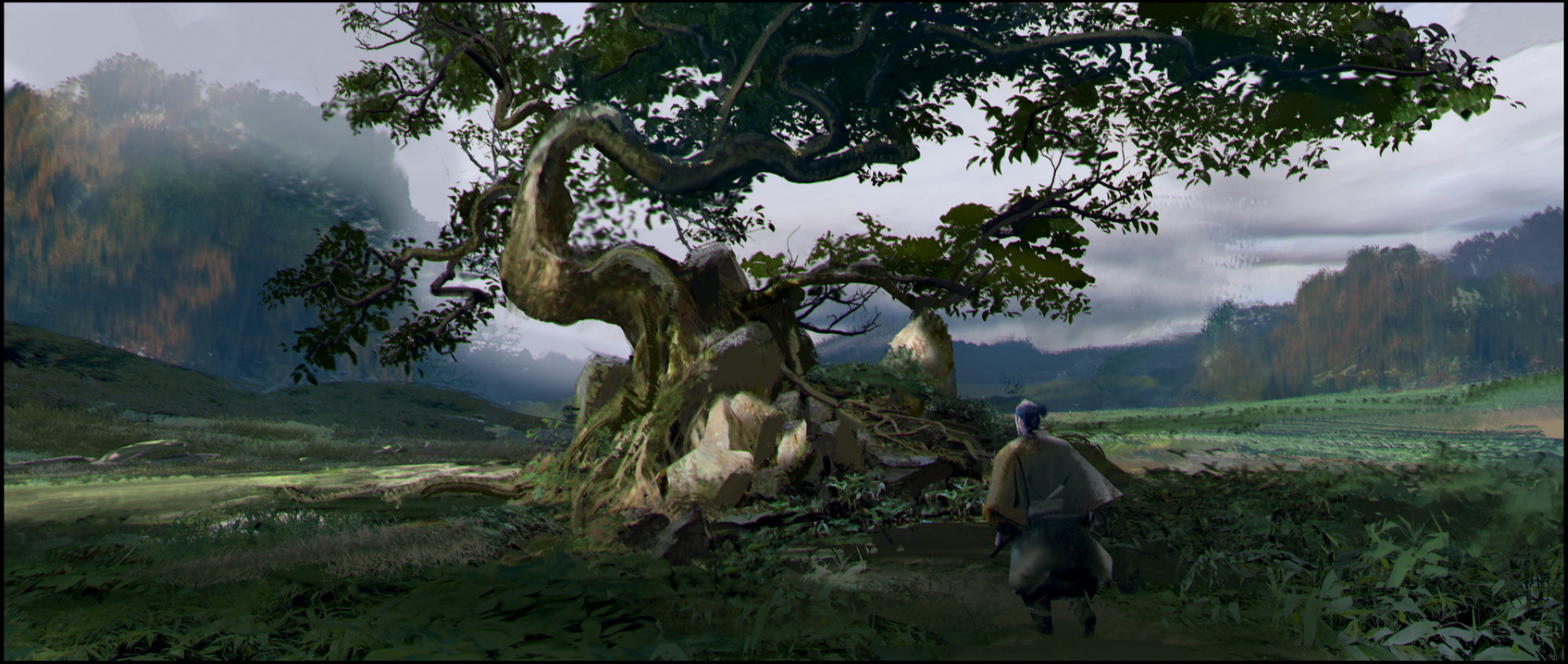
ENVIRONMENT VISUAL DEVELOPMENT

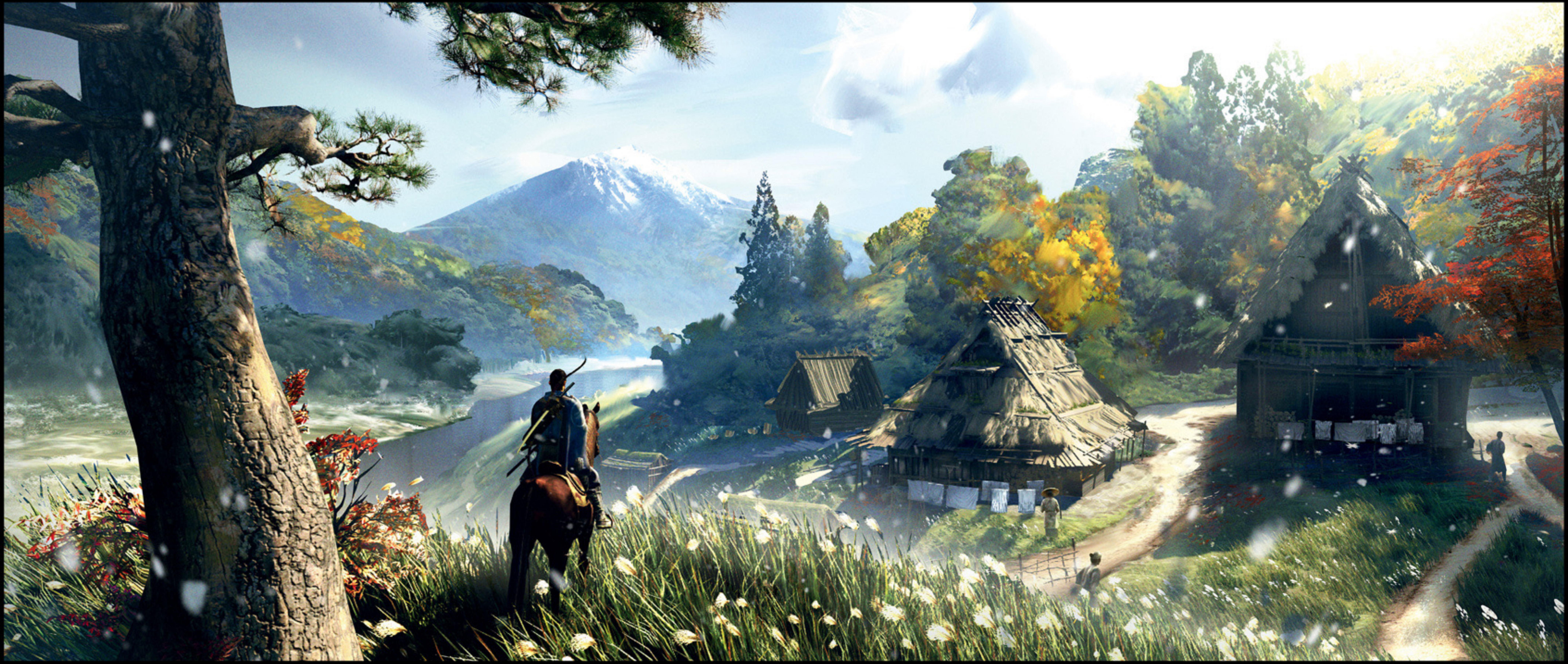
We want people who play our game to feel like they've been transported to feudal Japan, which requires everything to be grounded in reality. But realism wasn't our primary goal. We want the world to feel memorable, with distinct and unique areas spread out across the island. We chose bold colors for trees, flowers, and even the sky to help the world feel expressive, as to us, expression was an even more important goal than realism.

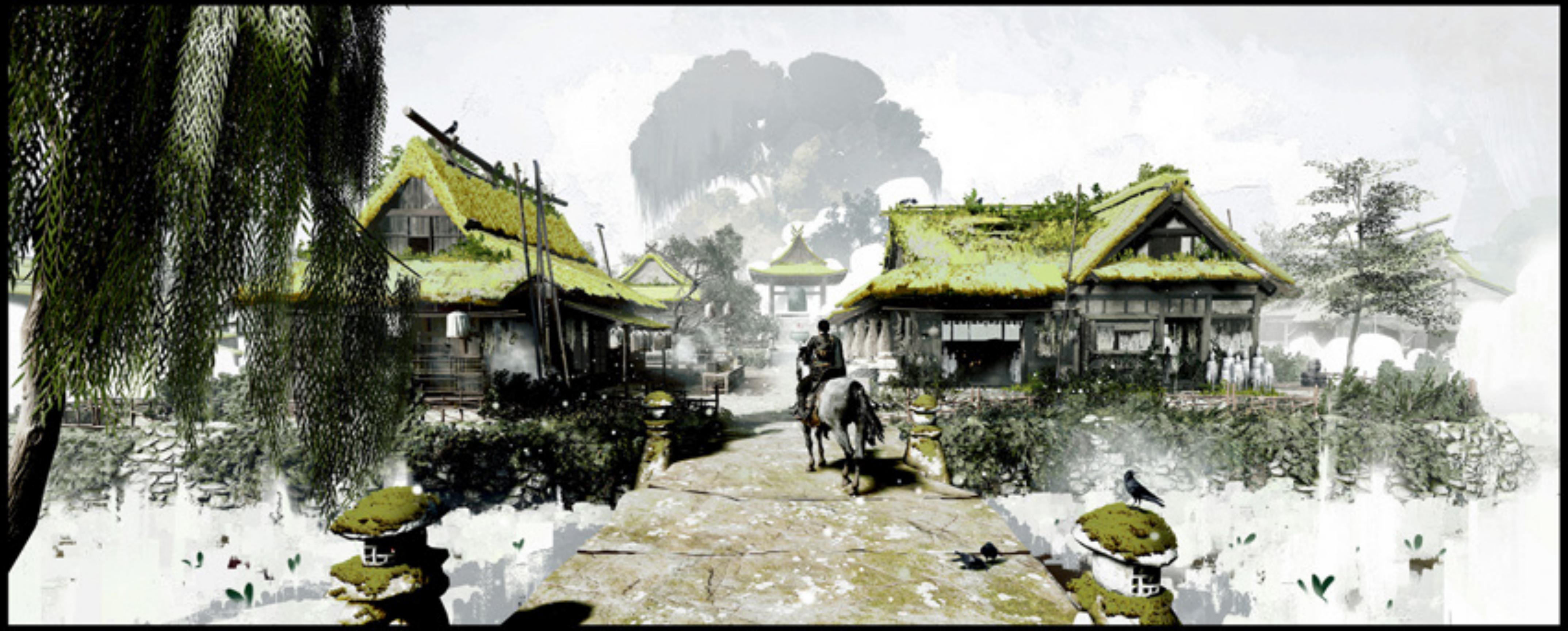




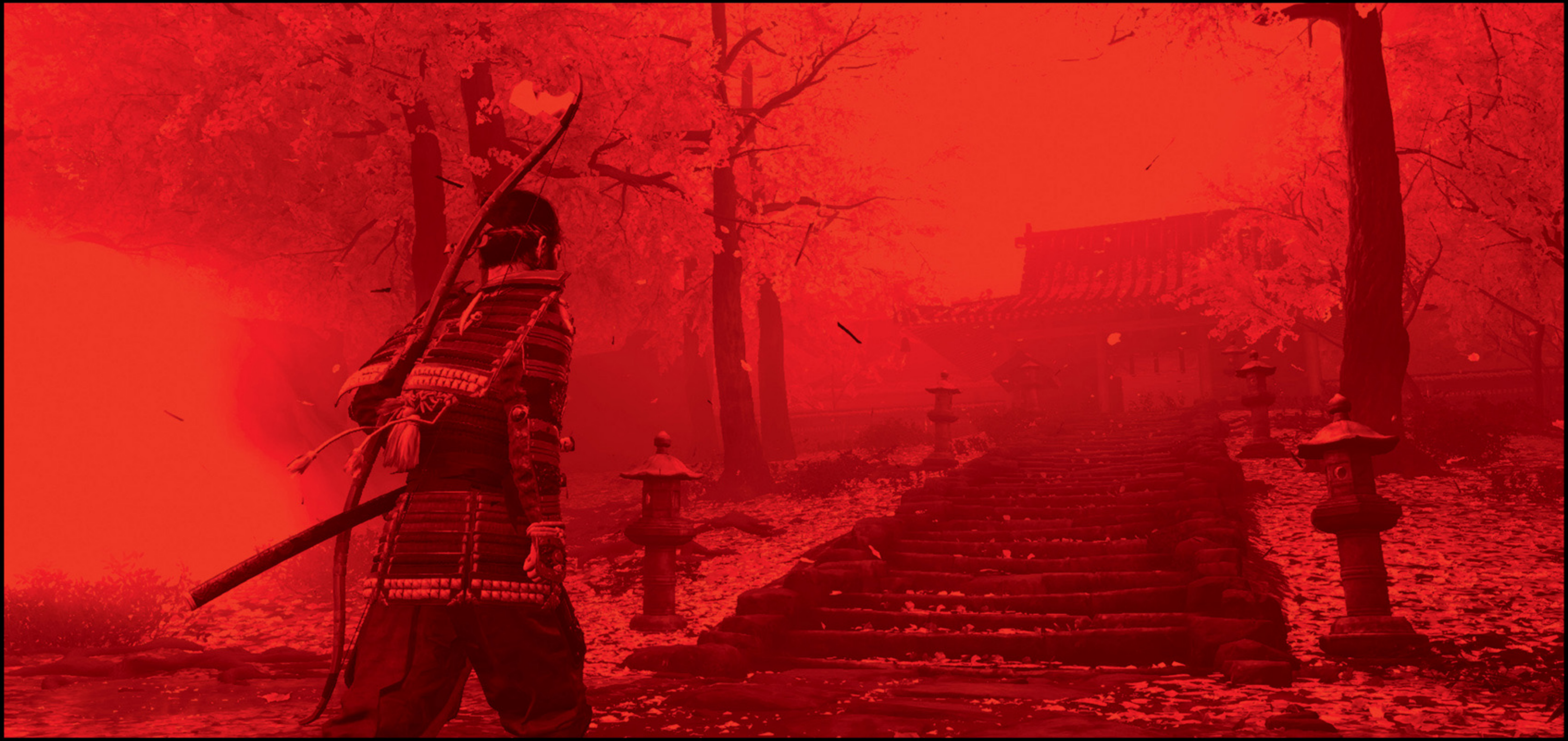


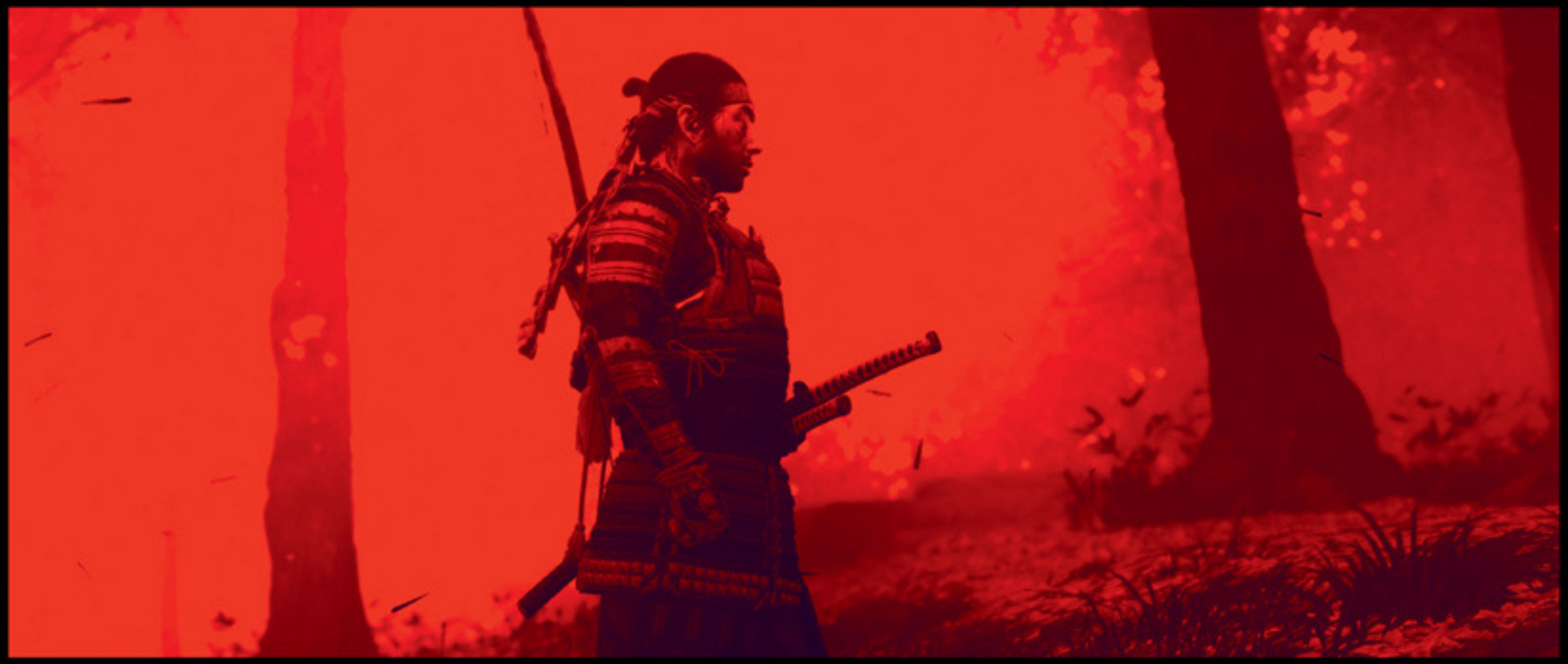


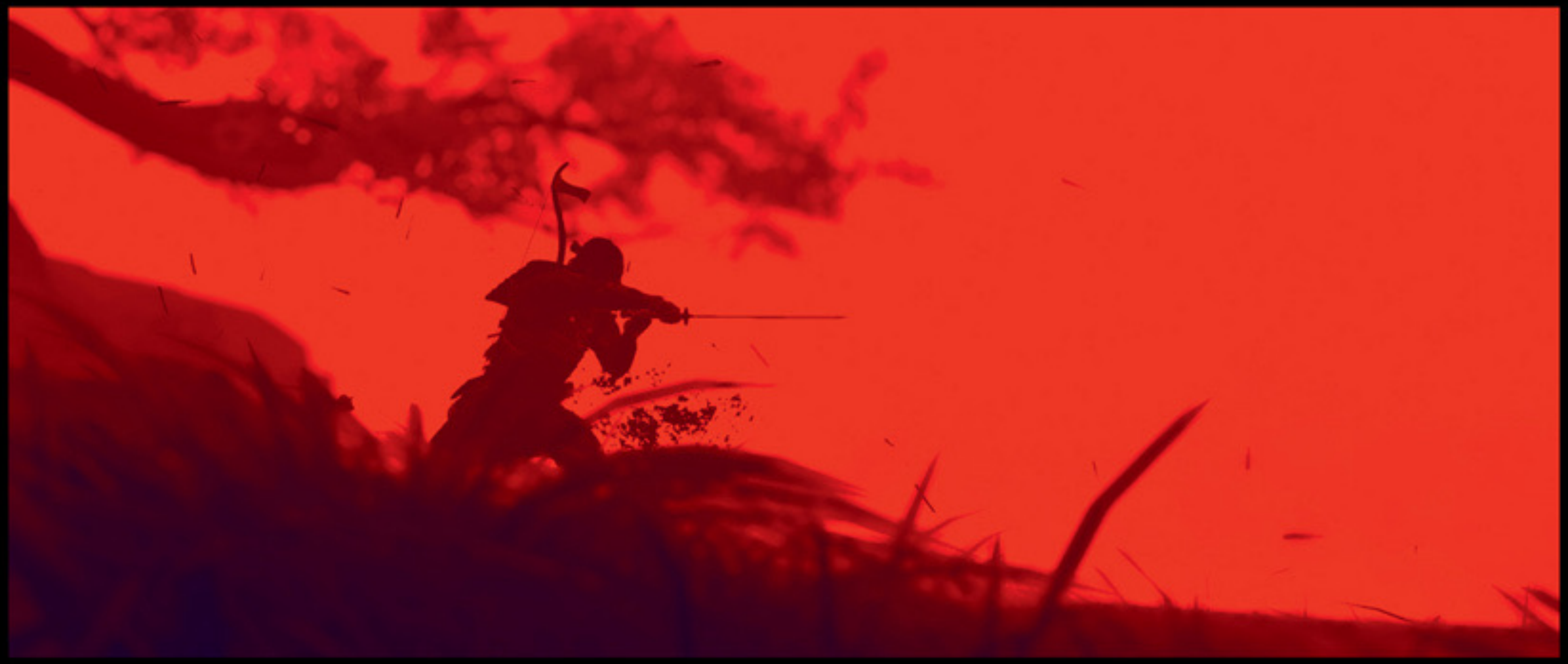


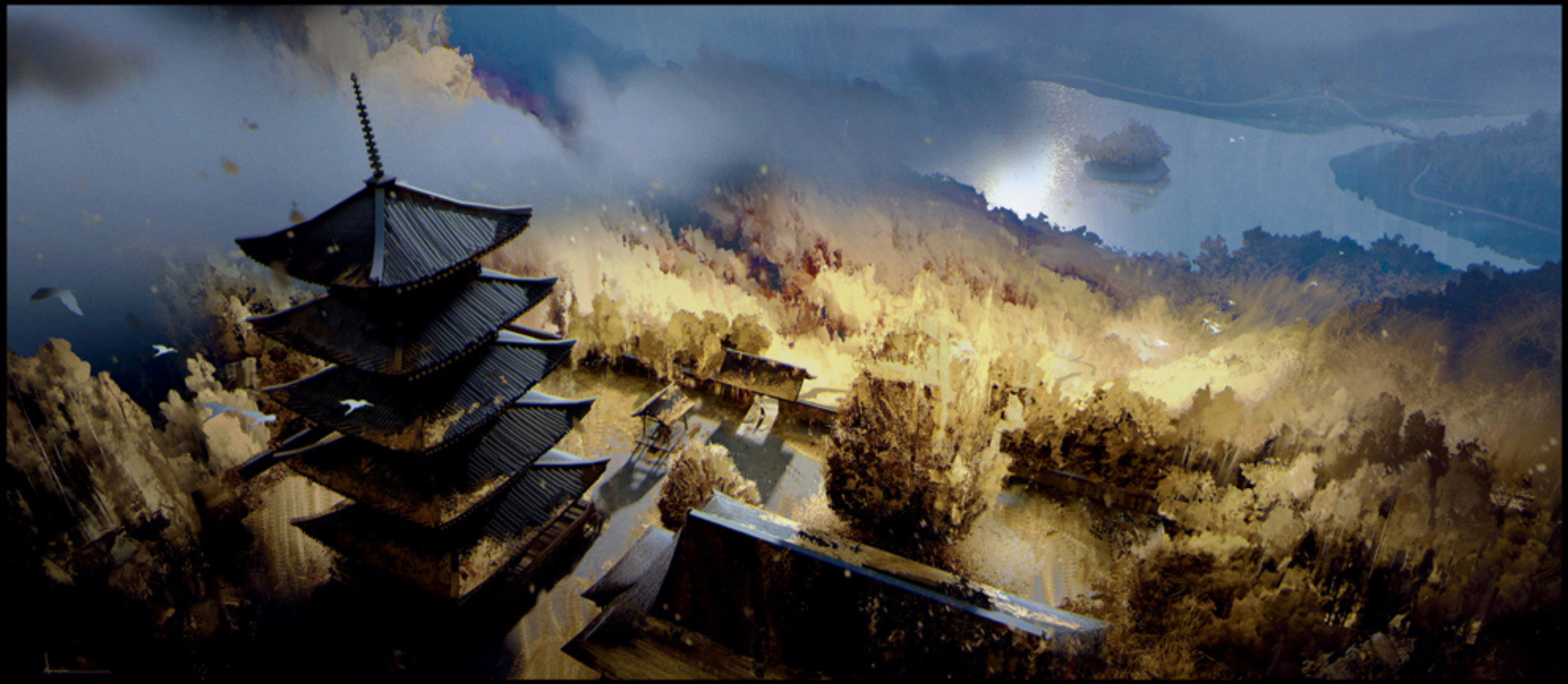


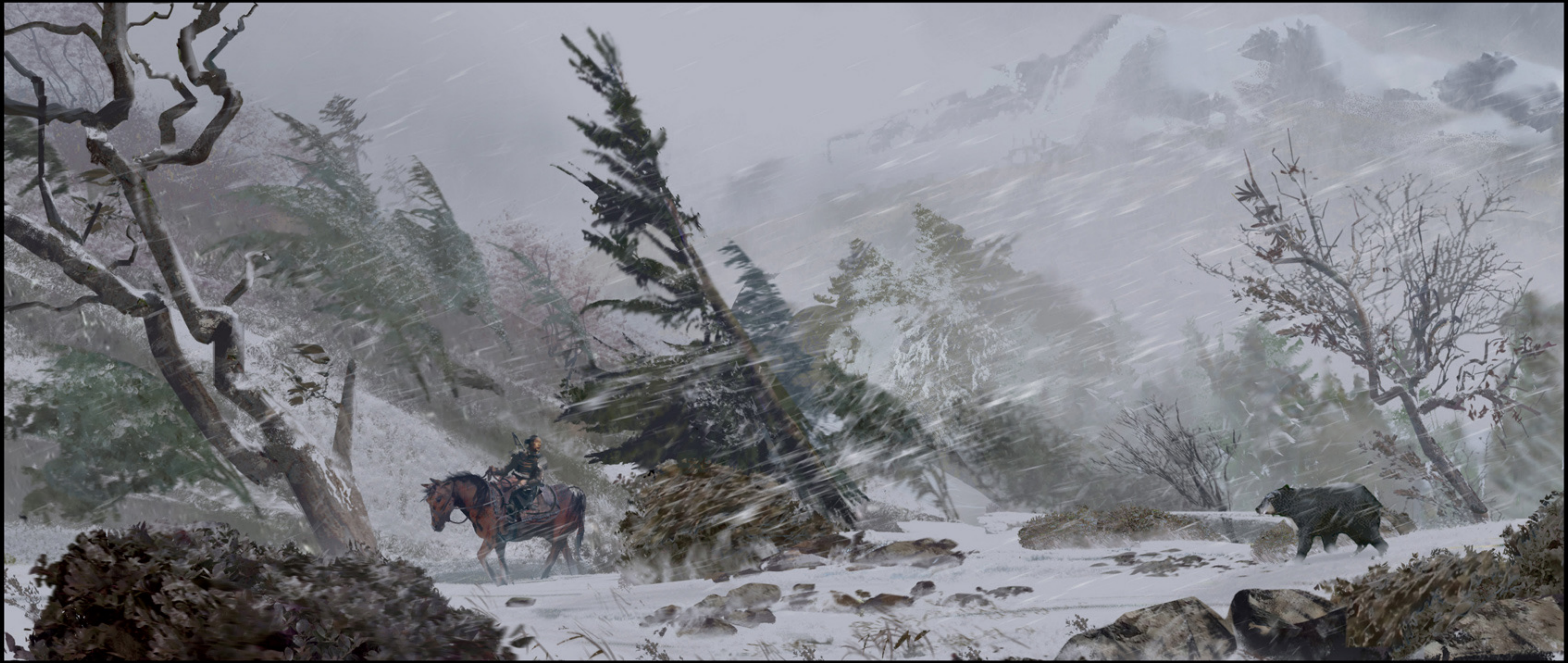
After we've created a concept, there are several things we look at to make sure we're capturing the right look in-game. Color is one of our strongest tools to make the art accomplish a particular feeling, but we also look at textures, lighting, and the atmosphere. All of these elements work together to capture that sense of place and mood we want.











発展

SKY & ATMOSPHERE

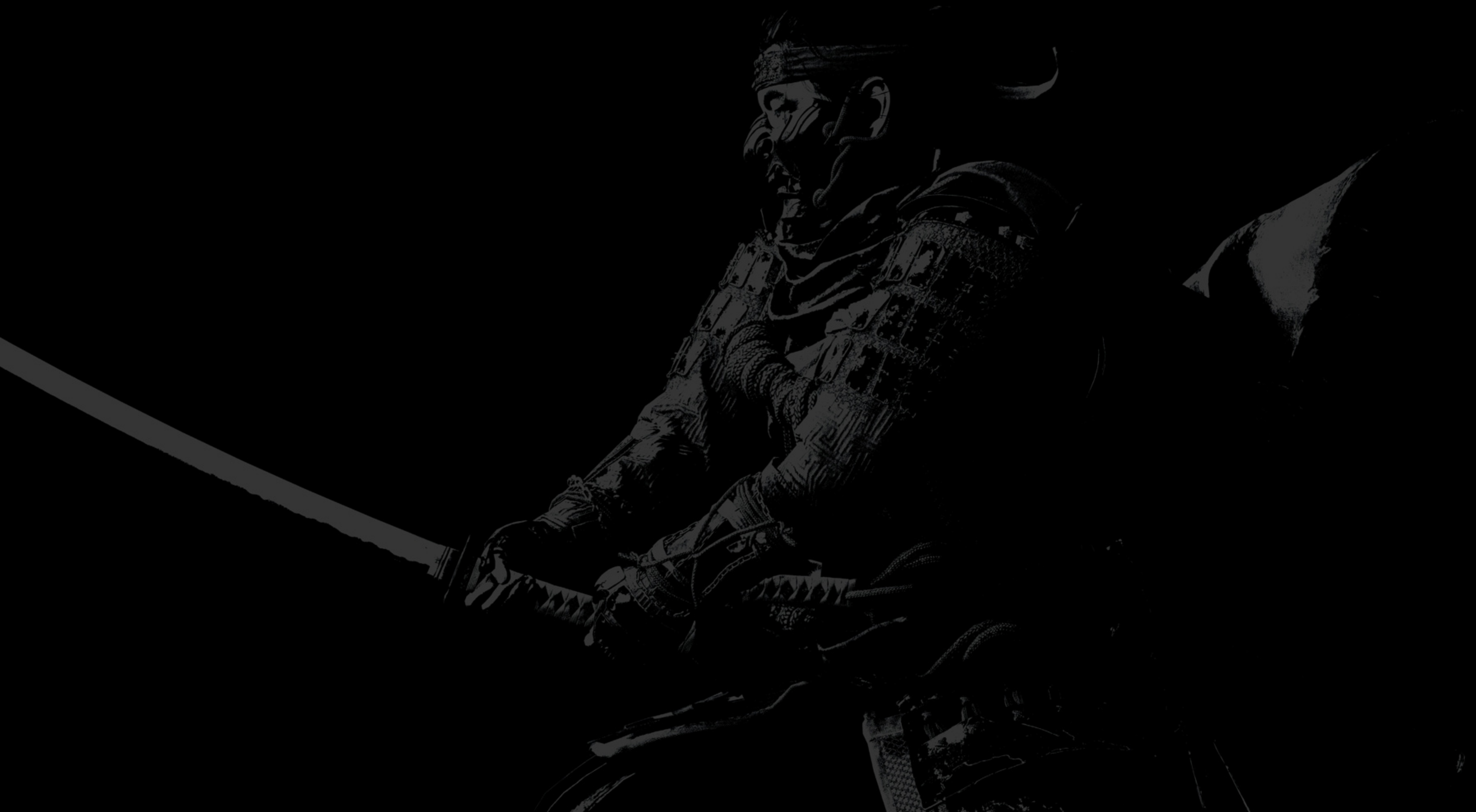
The sky is an incredibly prominent part of any scene in our game. Even in a deep, lush bamboo forest, the sky provides so much color and mood. We worked on our dynamic time-of-day system to provide as many breaks and beautiful vistas as possible to create memorable moments.

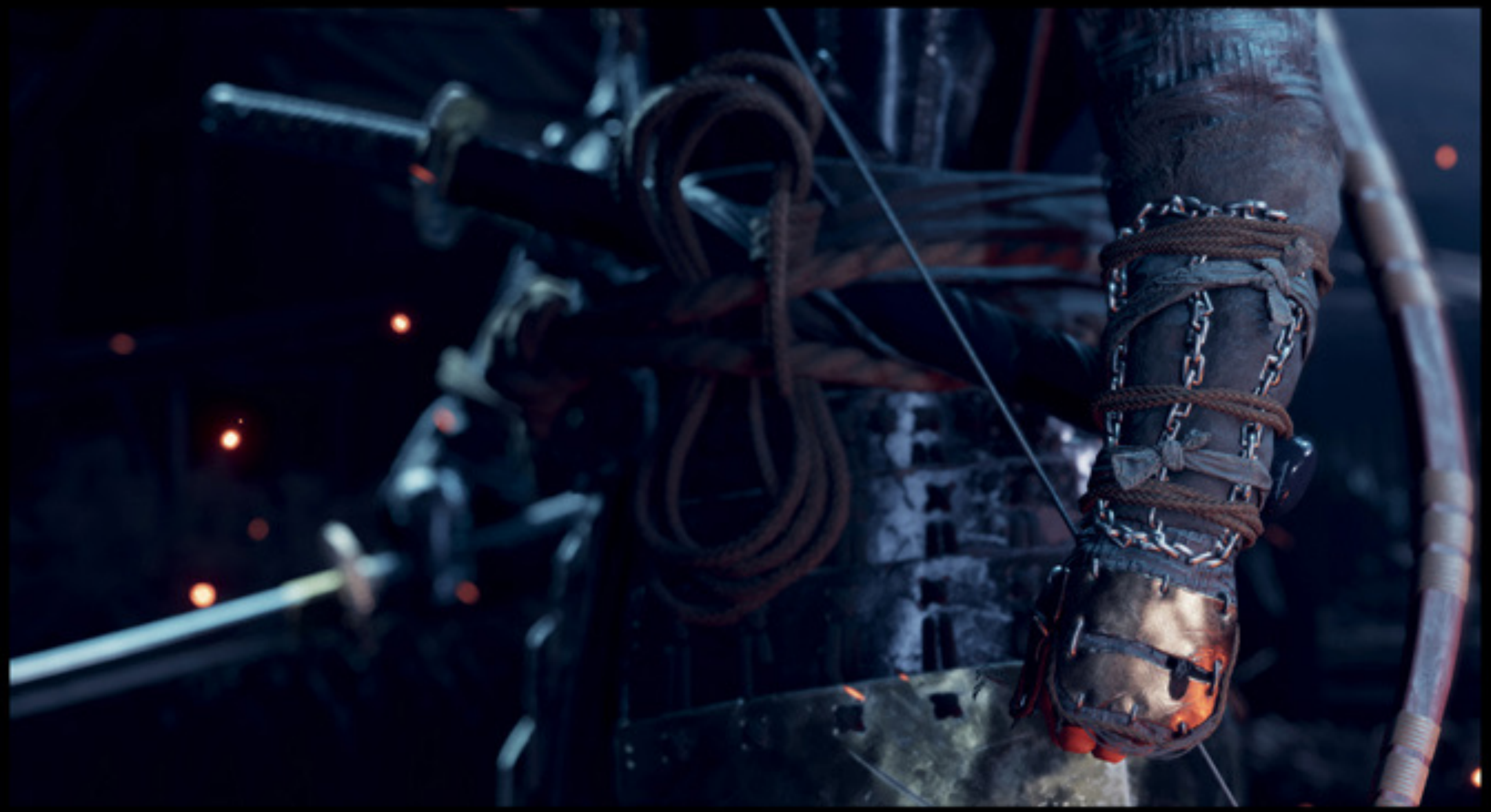
Choosing the right shapes for the forest is important. We worked hard on atmospherics to give a rich feeling that conveys a great depth. We want to make you feel the tall trees around you and even get a sense of moisture from the environment.

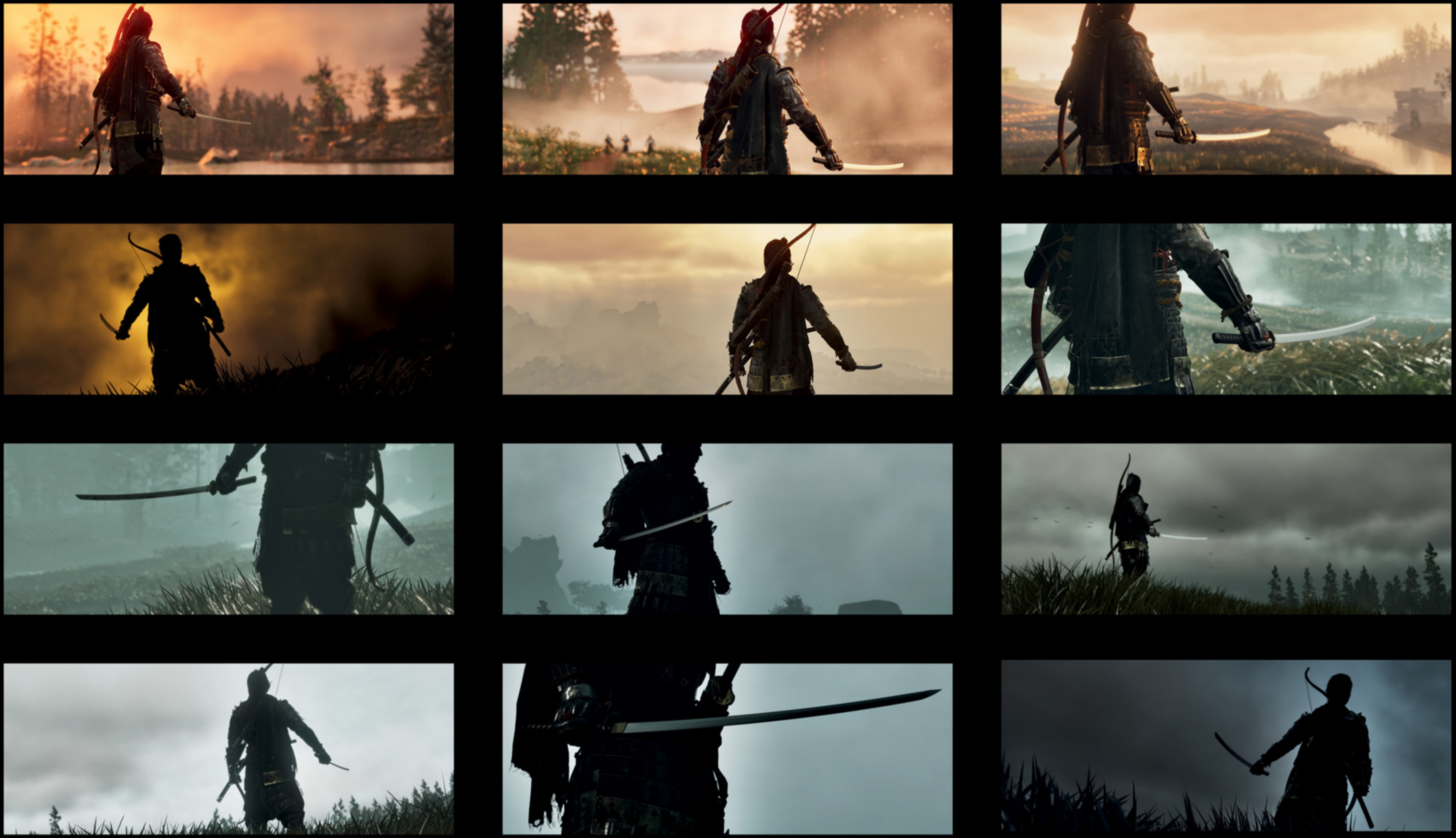
発展

CHARACTER VISUAL DEVELOPMENT

Creating a new hero is an amazing opportunity, but it takes years of work. Jin started out as a single painting and then went through many iterations. How do we make him look like an authentic samurai? How does he look once he becomes the Ghost? What's the right balance between samurai and ninja? It took many sketches before we got it right.





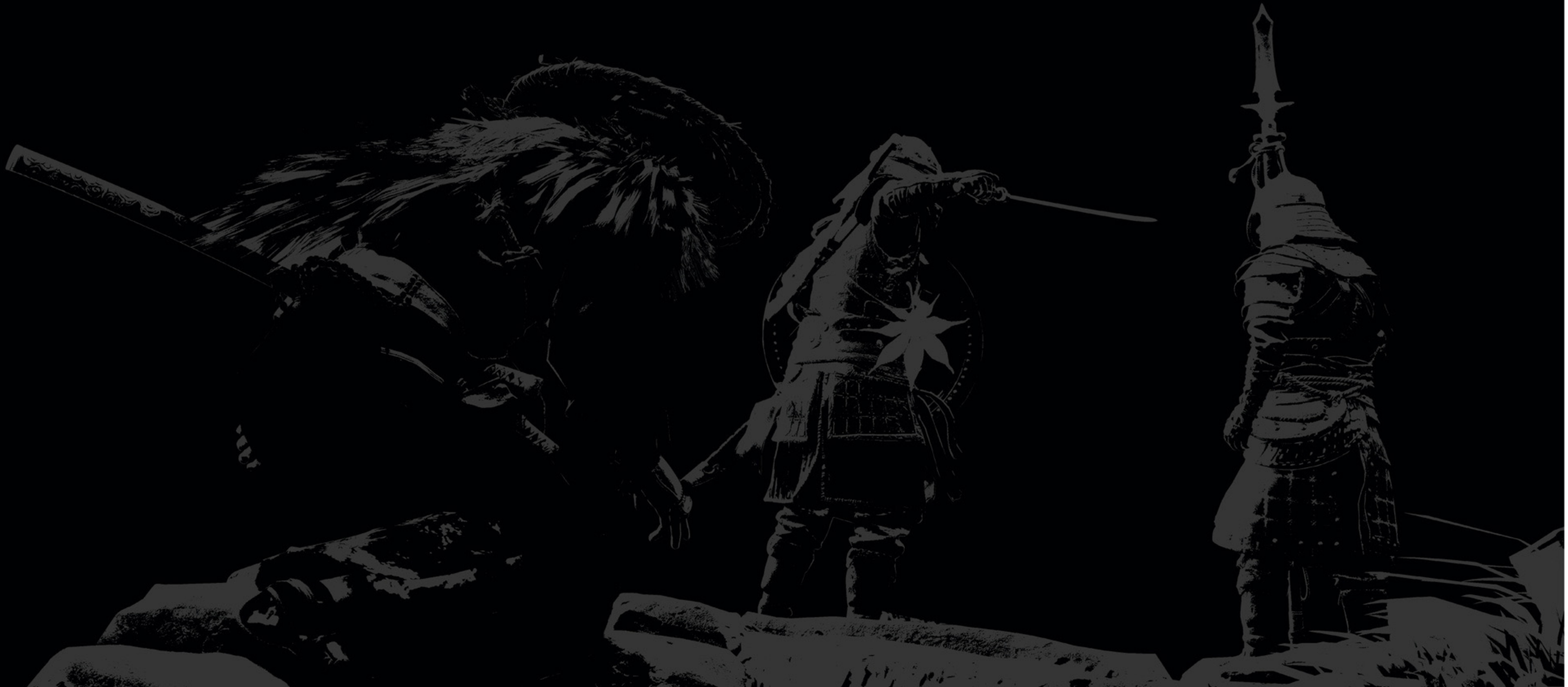


Once Daisuke Tsuji was cast as Jin, the next step was creating the first Ghost outfit using his features. This helped us envision what he would look like. We looked at skin shading, general lighting, spec/gloss, and other materials to help make him fully realized. Next, we worked to establish a highly dramatic, filmic sense for the character under multiple types of environment and sky conditions to get the perfect feeling for Ghost.

発展

CINEMATOGRAPHY

We knew we wanted the game to feel like a classic samurai film, and the main elements to pull that off came down to lighting and camera. Backlighting, low sun, heavy atmospherics, and strong shapes ruled all of our preproduction ideas and heavily influenced the trailers we made along the way. Trailers presented an early opportunity to showcase our visual style, as we had to create finalized cinematics that showcased our game in the way we wanted it to be portrayed. Our debut trailer and E3 gameplay had the exact framing, pacing, and lighting we aspired to achieve for the entire project.



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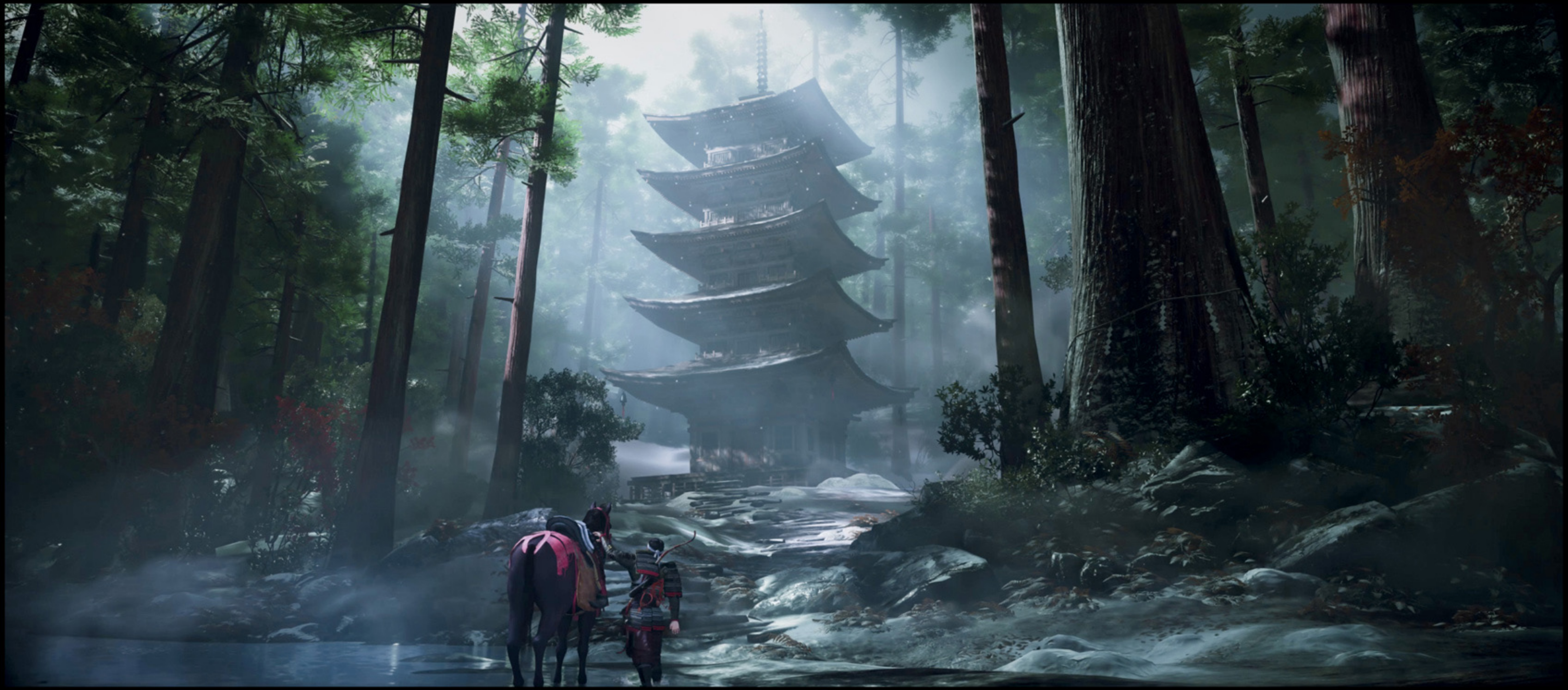
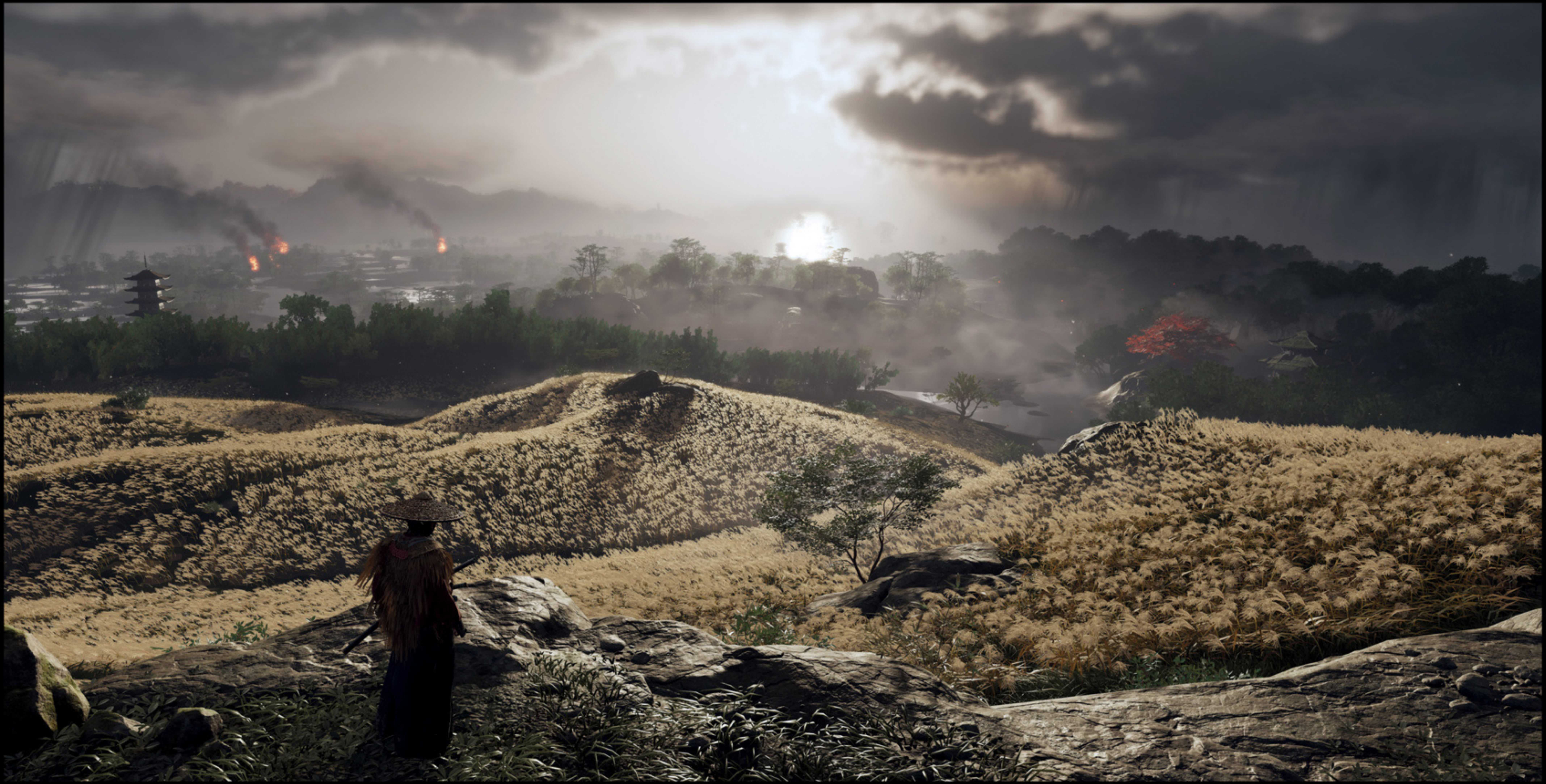


In thinking about the camera for this game, we chose to showcase the environment as much as possible. This is most noticeable when climbing up to Shrines, but it even applies to having simple conversations with people in the world. Wherever possible, we took inspiration from samurai films and established a few baseline rules meant to evoke scenes from some of our favorites. We strove to create symmetry and were not afraid of using natural framing like doorways. We also used a lot of spatial contrast, placing a small subject in a sea of color, something we established in the opening shot of our E3 demo.



Creating the right mood for our E3 demo was critical. We opened in a melancholy world, with a slow, thoughtful pace and sad music. By the end, we exploded into unexpected drama, with color and lighting to reflect that. We added strong reds in the leaves on the tree where Jin and Masako duel, as well as a massive sunbreak on the horizon as a storm passes. It feels dramatic and stands in stark contrast to the muted world seen early on. This is a great example of our targeted use of color and how we used it to achieve drama in *Ghost of Tsushima*.

不帰の森
MONGOL INVASION
DAY NINE

TSUSHIMA, JAPAN

境井仁
THE GHOST

JH

James.

Josh Sanch

Andrew Smith

鄭佐鑫
Zack C.

Gaby Soro ☺

Matthew D.

Bill Ro

D-SAVAGE

Charles Haggart III

Sean S.

DARRENS

Harold Lacy

Lisa

Willie Art

Mike Czech

RMB

Edward Pun

JBA

Powell

Evan

Matt Vaine

EWB

brian R.

NAOMI

ROMAIN

Robin Crew

Jason Connell

Nate Fox

Darren B

Toby Tobler

Amy Payne

Mak M.

Chuck
Wilson

billy ☺

DIEF

Mark Whitaker

Shogun.

Jeremy

IRA OWENS

JEREMY FORBES

RH

AG

Drew